

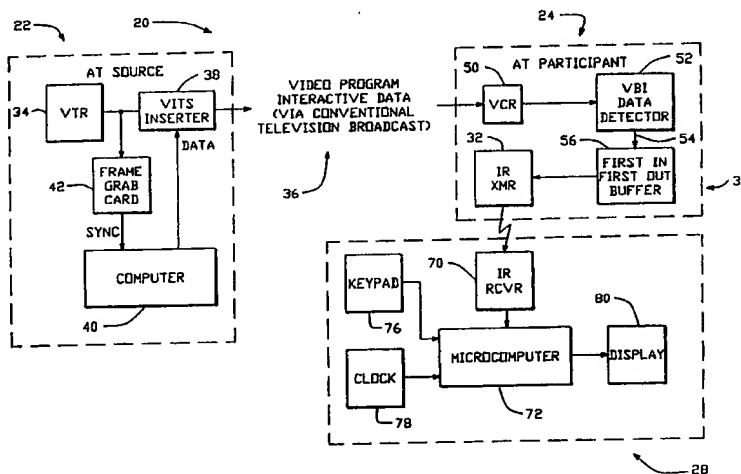


## INTERNATIONAL APPLICATION PUBLISHED UNDER THE PATENT COOPERATION TREATY (PCT)

<b>(51) International Patent Classification 5 :</b> <b>H04B 17/00, H04H 9/00, 1/08</b> <b>H04N 7/087</b>	<b>A1</b>	<b>(11) International Publication Number:</b> <b>WO 93/10605</b> <b>(43) International Publication Date:</b> 27 May 1993 (27.05.93)
<b>(21) International Application Number:</b> PCT/US92/09455 <b>(22) International Filing Date:</b> 2 November 1992 (02.11.92) <b>(30) Priority data:</b> 796,085 20 November 1991 (20.11.91) US <b>(71)(72) Applicants and Inventors:</b> LAPPINGTON, John, P. [US/US]; 657 Michelle Court, Lawrenceville, GA 30244 (US). MARSHALL, Susan, K. [US/US]; 5575 So. Newport, Greenwood Village, CO 80111 (US). <b>(74) Agent:</b> MEYER, Sheldon, R.; Fliesler, Dubb, Meyer & Lovejoy, Four Embarcadero Center, Suite 400, San Francisco, CA 94111-4156 (US).	<b>(81) Designated States:</b> AU, CA, JP, KR, European patent (AT, BE, CH, DE, DK, ES, FR, GB, GR, IE, IT, LU, MC, NL, SE).  <b>Published</b> <i>With international search report.</i>	

**(54) Title:** TRANSACTION BASED INTERACTIVE TELEVISION SYSTEM**(57) Abstract**

A transaction based interactive television system (20) includes an insertion system (22) for inserting in a preferred embodiment coded interactive information in the vertical blanking interval of a standard television signal. The signal is received and decoded by a decoded system (24) which includes a settop decoder (30) which sends an infrared signal to a handheld device (28). The viewer using the handheld device (28) can interact with a game, sports, or educational or event or other presentation on television. The system includes proprietary high level command language and a proprietary set of PIU tables which are maintained in non-volatile memory (74) of the handheld device (28). The PIU tables store the transaction of the various events presented on the television. The PIU tables allow the various events to be broken down into a number of transactions. Thus, for a sports event with interleaved commercials, a number of PIU tables would be used to store a collection of transactions used for the main event and additional PIU tables are used for storing transactions for each of the various interleaved commercials.



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1  
TRANSACTION BASED  
INTERACTIVE TELEVISION SYSTEM

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FIELD OF THE INVENTION

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The present invention is directed to an interactive communication system and in particular, one adapted for use with existing broadcast, cable, and satellite television or radio or other communication systems for allowing participants and viewers to interact with the system in order, by way of example only, to shop, enter into games of skill, and engage in educational presentations and other events where information is provided and the participant or viewer can make an appropriate response thereto.

35

40

BACKGROUND OF THE INVENTION

Many products have been introduced that provide the capability for the viewer to participate in television programs. These products accept cue signals transmitted to handheld devices that measure and control the response of the viewers as the viewers participate in the program. Some of these devices

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implement hardware that monitors the response or the results of responses accumulated over time and reports the results to a central site. One of the early embodiments of this technology was the QUBE  
5 interactive two-way television system introduced by Warner Communications at least as early as 1982. Other systems include the INDAX system field tested at least as early as 1984 by Cox Communications, and the Interactive Networks System field tested during 1990  
10 and 1991.

The Interactive Active Network System is at least in part described in U.S. Patent No. 4,592,546 which is entitled "GAME OF SKILL PLAYABLE BY A REMOTE PARTICIPANTS IN CONJUNCTION WITH A LIVE EVENT" and  
15 issued on June 3, 1986. This system, in one embodiment, contemplates the use of the vertical blanking interval of the standard NTSC television signal for downloading to a remote viewer's handheld device game play or other interactive instructions.  
20 In addition over the vertical blanking interval (VBI) a lock-out signal can be sent to prevent scores from being credited after the answer to the event has been presented on the screen. This system demonstrates the capability of having the scores accumulate throughout  
25 the television presentation, then allows the final scores to be burst back as, for example, digital data over a modem after the program is completed and during a time interval which is significantly less than the total time interval of the program.

30 All of the above products fall generally within one of two categories of product. The first category consists of software that is coded in firmware in a remote participant's handheld device where the participant can start playing along with the  
35 interactive program as soon as the programs begins.

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The second category maintains the software in random access memory in the viewer's handheld device where the program must be downloaded into the device prior to the event starting. This process may require up to  
5 five minutes requiring the participant to wait prior to participating in the interactive program.

Both categories of devices are designed to work with one interactive program at a time, where the participant must complete that program before being  
10 able to participate in a new program.

When these products are compared to the television viewing habits of consumers, significant deficiencies are apparent. Most viewers do not continuously watch one program. Viewers generally  
15 switch between several channels. This is so pervasive in the industry that the term "grazing" has been given to the habit of switching between channels during the programs.

#### 20 SUMMARY OF THE INVENTION

An interactive system concept that is compatible with the participants viewing habits is required for interactive television to be successful. This system must include the ability to maintain  
25 several interactive programs active at the same time and not require advance downloading of programs or initialization information. When the viewer tunes the channel, the viewer is immediately able to participate in the interactive program either if the viewer is for  
30 the first time watching that program or the viewer is returning after watching some other program for a brief or extended period.

In the situation where a viewer returns to a program that was previously watched, the interactive  
35 game continues, leaving out only the part that was

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missed. Any cumulative score for the part of the event actually participated in can be entered. The result would be the same as if the missed questions were not answered.

5           The present invention is designed to overcome the problems and disadvantages associated with the prior art and to address the way participants actually view television events. In particular, the present invention provides for a transaction based system  
10           whereby the various interactions, which can occur over a period time, between the system and the viewer, can be broken down into and defined by a plurality of transactions. The transactions are stored in  
15           programmer (PIU) tables which are identified by programmer identification (PID) numbers and which are provided in non-volatile memory in, for an example, a handheld device used by the viewer to interact with the television presentation. Data to update and reprogram each of the tables is supplied, in a  
20           preferred embodiment, over the vertical blanking interval in conjunction with the television presentation. Once the structure of the PIU table is established, the game can then be initiated through a high level command language which is sent over and  
25           incorporated in succeeding VBI lines in order to initiate the various transactions.

          With a transaction based system, multiple games and interactions dealing with different subject matter can be accomplished in an interleaved manner.  
30           For example, during an hour long television presentation, a number of transactions can be strung together in order to interact with a continuous theme being presented in the main programming for that hour. Additionally, should the main programming be broken  
35           down into sections, the transactions can be grouped in

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as many groupings as necessary in order to represent the desired interactivity with each portion of the main program. Still in addition, the present system has the capability of allowing, for example, a transaction or grouping of transactions to take place for each of the multiple commercials which are spread throughout the main presentation. Thus, the present system affords the ability for the viewer to play and interact with multiple transactions which can be associated with totally different interactive presentations on the screen and have all of the interactions properly recorded and scored. As each of PIU tables can be established through the use of only a few VBI lines, the system allows a viewer to begin playing a game or interacting with the television presentation during any portion of the presentation and also allows the viewer to switch channels or "graze" and still be immediately able to play or interact with any game or presentation presently presented on the newest selected channel.

This ability presents a significant advantage over the prior art which requires, as indicated above, that the viewer pretune to a specific channel ahead of the game so that the necessary game software can be downloaded, over a significant interval of time, into the remote terminal before the game can be commenced. Further, such prior devices only afford the viewer the ability to play or interact with a single game or main event at a time without the ability to switch between events interleaved on the same channel, as for example, between the main event and commercials, or to switch to other channels and be able to interact with the event of that channel and have the results scored. Such grazing would not be available with prior devices due to the fact that a remote terminal would not have

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been properly programmed. In fact, should the viewer change channels, with prior devices the viewer would then not be able to interact with the event on that channel until the next event began or would have to wait for the software for that particular event to be downloaded before commencing with the interactivity.

Accordingly, the present invention provides for an interactive presentation system which comprises a device for receiving at a remote location interactive data in association with the presentation of an event. The interactive presentation system further includes a device for defining transaction structures for allowing the interactive active data to be communicated only as needed for each particular aspect of an event, and throughout the event such that there is no interruption of the event. Further, the transaction structures allow for events and aspects within each event to be interleaved while maintaining interactivity with each even. The system further includes a device for reporting the results of the interactivity.

The receiver mechanism of the present invention also includes a settop decoder for decoding interactive data received in conjunction with a signal of the event. The receiver device additionally includes a handheld terminal for allowing the user to interact with the event and a mechanism for providing communication between the settop decoder and the handheld terminal.

In another aspect of the invention, the transaction structure includes a device for storing identification for each of the plurality of transaction tables and a device for storing at least a portion of the interactive data and a user response to the interactive data.



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In another aspect of the invention, the interactive data includes interactive commands, and also event specific data associated with each specific event or aspect of each event.

5 In yet another aspect of the invention, the receiving device includes a message display and the interactive commands cause messages to be displayed on the message display.

10 Yet in a further aspect of the invention, the receiving device can receive messages to be displayed and the transaction structure can store received messages. The interactive commands are for additionally causing either a received message or a stored message to be displayed in order to initiate or  
15 to continue with an interactive presentation.

Thus, with the present invention, the viewer is afforded the ability of interacting with a multiplicity of interleaved events, the ability to stop and start the interactivity at the viewers time  
20 of choosing, the ability to select events offered on a multiplicity of channels and to interact within a time period and in the order desired by the viewer and to have all of the responses for the various events scored and stored for the portion participated in by  
25 the viewer.

#### BRIEF DESCRIPTION OF THE FIGURES

Fig. 1 depicts a schematical representation of an embodiment of the inserting system and the  
30 decoding system of an embodiment of the transaction based interactive television system of the invention.

Fig. 2 depicts the format of a line of data in the vertical blanking interval.

Fig. 3 depicts the data spacing for the data  
35 of Fig. 2.

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Fig. 4 depicts the IR data stream embodied as an FSK biphase encoded data stream.

Fig. 5 depicts a more detailed schematical representation of the settop decoder of Fig. 1.

5 Fig. 6 depicts a more detailed schematic representation of the handheld device or terminal of Fig. 1.

10 Fig. 7 depicts a schematical representation of the IR detector of the handheld device of the receiver of the system.

Fig. 8 depicts a top plan view of a "T" shaped handheld device of an embodiment of the invention of Fig. 1.

15 Fig. 9 depicts an embodiment of a keypad layout for the device of Fig. 8.

Fig. 10. depicts a representation of the IR coverage area for the invention of Fig. 1.

20 Fig. 11 depicts an embodiment of the memory map of the static RAM of an embodiment of the handheld terminal of the invention of Fig. 1.

Fig. 12 depicts a schematical representation of the static RAM interface of an embodiment of the handheld terminal of the invention of Fig. 1.

25 DETAILED DESCRIPTION OF THE PREFERRED EMBODIMENT  
TRANSACTION BASED INTERACTIVE SYSTEM:

30 An interactive system 20 (Fig. 1) of the invention that includes the capability of allowing the viewer to participate with interactive television programs on many channels is best implemented by transmitting the interactive control information along with the television program.

35 One of the recognized approaches to transmit data in conjunction with a television video signals is to insert the data in lines 10 through 20 of the

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vertical blanking interval (VBI). An example of this method of transmitting data is closed captioning information which inserts data on line 21 of the VBI.

The system 20 has the data inserted with an insertion system 22 on the VBI of the program material prior to broadcasts and decoded with a decoding system 24 for the participant watching the program. At each receiving location 26, the data must be recovered from the VBI by the decoding system 24 which includes a decoder 30 and a handheld device 28, with the decoder 30 transmitting data to the handheld device 28 which is required to be used in order to participate in the interactive event.

Marketing considerations dictate that the settop data converter or decoder 30 decodes the VBI information and transmits the interactive data via an infrared transmission device 32 to the handheld device 28. Using IR transmission, the participant may move freely about the room keeping the handheld device 28 pointed in the general direction of the settop data converter 30.

The video tape recorder 34 of the insertion system 22 is used to play the source program of interest. This program may be a live event, and in that situation, a camera is substituted for the tape recorder. The output of the tape recorder 34 is a NTSC video and sound signal which can be transmitted through a video delivery system such as a cable or conventional television broadcast system 36 to a multiple of remote locations, for example, homes.

The NTSC video output signal is supplied to a standard data bridge luminance inserter 38 which includes the capability to insert luminance modulated data on horizontal blanking interval lines within the vertical blanking interval. The interactive data to

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be inserted is provided by a computer 40 which synchronizes this data using a conventional frame grabber card 42 providing hardware interrupts for the vertical and horizontal blanking intervals of the program material from the VTR 34. The format of a horizontal line 44 of data is shown in Fig. 2.

One format for data transmitted within the VBI that is both well documented and is considered to be reliable is the format chosen for closed captioning information. This format transmits a burst of data 46, preceded by a start bit 45, driving one line of the VBI and located between synchronization pulse 48. A color burst signal 47 and a clock run-in signal 49 are also depicted. Each burst is repeated at the television field rate of 16.67 milliseconds Fig. 3. This data format provides for 14-bits of data with a parity bit every seven bits.

Any conventional data format is acceptable with the understanding that the data may be inserted on blank lines within the vertical blanking interval. The output signal from the luminance or VITS inserter 38 is transmitted over any conventional television distribution system including a broadcast, satellite or cable delivery system. The individual television channel carrying the program is selected using a conventional TV turner as found in a television or consumer VCR 50. If a VCR is used as the turner, the VCR contains a demodulator to provide a baseband video output containing the video of the program from VTR 34 and the interactive data inserted by the luminance or VITS inserter 38.

The video signal is processed using, for example, a conventional VBI data removal circuit 52 to create a data stream 54 identical to the inserted interaction data stream.

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For reliable transmission using infrared as a transmission system, the data rate in a preferred embodiment does not exceed 3,000-bits per second. The VBI data is recovered at a data rate of 500,000-bits per second. However, this rate occurs for a short burst during the vertical blanking interval. Thus, while active video is being transmitted, interactive data is recovered from the program source.

10 Settop Decoder or Converter 30:

The purpose of the settop converter 30 is to recover the data transmitted during the VBI at a high data rate and, using infrared, transmit that same information to the handheld device 28 at a much slower data rate of 3,000-bits per second. This can be solved using a first-in-first-out buffer 56 with different clocks for the input and output functions.

The serial data stream is stored in the first-in-first-out buffer 56. Each group of 14-bits of data from a horizontal line 44 in the VBI is stored at the transmitted data rate of 500,000-bits per second. Since a specific horizontal line only occurs every 16.7 milliseconds, the data stream consists of 14-bits clocked at a high rate followed by 16.7 milliseconds of no data as shown in Fig. 3.

The output of the first-in-first-out buffer 56 is clocked at a data bit rate of 3,000-bits per second. Using this rate, the 14-bits are transmitted within 4.7 milliseconds as shown in Fig. 3.

30 The slower output rate from the first-in-first-out buffer 56 is necessary to insure that the output bit time is compatible with transmitting the data using an infrared modulator.

35 The infrared modulator or transmitter 32 consists of two oscillators running at a multiple of

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3,000 Hz, with each phase locked to the output clock rate. If the bit from the buffer is a "1", oscillator 1 is selected to drive the IR transmitter. If the bit is a "0", oscillator 2 is selected to drive the IR transmitter. Using this FSK encoded data stream approach (Fig. 4), the IR transmitter radiates IR energy at a frequency determined by the serial data clocked out of the first-in-first-out buffer.

Thus from the above, it is evident that the interactive system includes a device for delivering one way low speed digital data to a handheld device that can be used to participate in interactive television programs.

Figure 5 depicts a more detailed schematical representation of the settop decoder 30 of the system as shown in Fig. 1. This settop decoder 30 is substantially similar to a conventional decoder for decoding VBI information used, for example, for closed caption applications. Additionally settop decoder 30 includes the IR modulator or transmitter 32 as described above. Viewing Fig. 5, it can be seen that the settop decoder 30 includes a synchronization detector and line counter 60 which receives the broadcast signal. Further, the settop decoder 30 includes a data recovery and jitter correction unit 62. These units 60, 62 communicate with the microprocessor 54 for causing the microprocessor 64 to latch VBI data to the register or first-in-first-out buffer 56. From buffer 56, the data is communicated to the FSK modulator and IR drive 66 and therefrom to the IR diode array 68. The FSK modulator and IR driver 66 and the IR diode array 68 comprise the IR transmitter 32.

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Handheld Device or Terminal 28:

The handheld interactive terminal 28 provides the means to participate in the interactive program. It decodes the data stream from the settop converter 30 and implements the interactive program.

The hardware modules within the handheld device 26 consist of an infrared photo detector 70 to sense the IR signal from the settop converter 30, a microprocessor 72 with a control program, which can implement the command code discussed below stored in an on-board ROM, a RAM 74 including both non-volatile and temporary storage for information sent via the IR link, a keyboard 76 for data entry, a clock circuit 78 to track actual time, and a LCD display 80. A block diagram of the handheld device is shown Figs. 1 and 6.

The IR receiver or detector 70 has a circuit 82 which consists of a photo diode 84 providing an electrical voltage proportional to the IR light level and a frequency discriminator 86 detecting the FSK modulation of the IR signal (Fig. 7).

The output of the photo detector 84 is amplified and shaped to provide a square wave with the frequency identical to the frequency of the IR signal. This frequency modulated signal is supplied to the frequency discriminator 86 tuned to the two frequencies used to transmit the IR data. This discriminator 86 recovers the serial data and supplies it to the microprocessor 72 of the handheld device 28.

The microprocessor 72 monitors the serial data transmitted via the IR link and builds a command stream from this data as defined in the below section describing the software structure of the invention. The commands create an operating program that implements an interactive program for the participant. The ROM of the microprocessor 72 contains the control

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program and command interpreter for the commands sent on the VBI. The RAM memory 74 stores the data and commands transmitted over the IR link representing the interactive program.

5           Figure 8 shows an example for the "T" shaped case for the handheld device 28. Aspects of the outer housing 94 of the handheld device 28 include the following.

10           The case 74 is made from molded plastic of a strength and texture suitable for use by consumers in a household environment.

15           The keypad 76 should be a 1-piece molded rubber type with carbon contacts that make switch connections against a switch pattern on a printed circuit board (PCB). The words under nine of the keys (YES, NO, TRUE, FALSE, POOR, FAIR, AVERAGE, GOOD, EXCELLENT) are part of the plastic case 94 and not part of the keypad 76. The keypad 76 is arranged as four rows times five columns. Figure 9 shows the arrangement and names all twenty keys.

20           The handheld device 28 derives power, in a preferred embodiment, from four 'AA' size cells that must be replaceable by the consumer via a removable door on the back of the unit.

25           The IR receiver 70 will have two windows of red tinted plastic that filter visible light in the front left and right corners of the case. IR receive circuitry will be mounted on the PCB behind both of these windows.

30           The "T" shape device 28 accommodates a relatively wide LCD display 80 (approximately four inches) and a relatively narrow keypad 76 into a package that can be either set on a table or held in a consumer's hand.



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The microprocessor 72 includes, in a preferred embodiment, a Mitsubishi M38002M2-FP with 8K-bytes of internal ROM in a plastic quad flat pack package. The microprocessor 72 operates in a memory expansion mode at a crystal frequency of 5MHz crystal.

The assignments of I/O pins to specific functions are shown in Table 1 below.

TABLE 1: MICROPROCESSOR I/O PIN ASSIGNMENTS

10

	<u>PQFP PIN NUMBER</u>	<u>PIN NAME</u>	<u>DESCRIPTION</u>
15	56	P30	Column 5 Keypad Scan Output
	3	P60	Column 4 Keypad Scan Output
	2	P61	Column 3 Keypad Scan Output
	1	P62	Column 2 Keypad Scan Output
	64	P63	Column 1 Keypad Scan Output
20	63	P64	Row 4 Keypad Scan Input
	62	P65	Row 3 Keypad Scan Input
	61	P66	Row 2 Keypad Scan Input
	60	P67	Row 1 Keypad Scan Input
25	11	INT2	Active Low Keypad Key Hit Interrupt
	21	P40	Real-Time Data
	20	P41	Real-Time Output Enable
	10	P51	Real-Time Clock
30	9	P52	Real-Time S1-
	8	P53	Real-Time S2-
	55	P31	LCD Contrast MSB
	58	P71	LCD Contrast
35	59	P70	LCD Contrast LSB
	12	SRDY-	Not Used
	14	TXD	Not Used
	15	RXD	Serial NRZ Data From IR Receiver
40	17	INT0	Carrier Detect (Any Level)
	16	INT1	IR Data Clock (Rising Edge, Tie to SCLK)
	13	SCLK	IR Data Clock (Rising Edge, Tie to INT1)
45	4	P57	LCD Power Enable/Disable (ENABLE=0)

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	5	P56	Low Battery Input
	6	P55	32K-Byte Static RAM Write Protect
5	7	P54	Piezoelectric Speaker Output (Pulses)
	48	AD0	Address Bus 0
10	47	AD1	Address Bus 1
	46	AD2	Address Bus 2
	45	AD3	Address Bus 3
	44	AD4	Address Bus 4
	43	AD5	Address Bus 5
15	42	AD6	Address Bus 6
	41	AD7	Address Bus 7
	40	AD8	Address Bus 8
	39	AD9	Address Bus 9
	38	AD10	Address Bus 10
20	37	AD11	Address Bus 11
	36	AD12	Address Bus 12
	35	AD13	Address Bus 13
	34	AD14	Address Bus 14
	33	AD15	Address Bus 15
25	32	DB0	Data Bus 0
	31	DB1	Data Bus 1
	30	DB2	Data Bus 2
	29	DB3	Data Bus 3
30	28	DB4	Data Bus 4
	27	DB5	Data Bus 5
	26	DB6	Data Bus 6
	25	DB7	Data Bus 7
35	49	RD-	Read Strobe to Static RAM
	50	WR-	Write Strobe to Static RAM and LCD
	51	SYNC	Not Used
	52	PHI	Not Used
	53	RESETOUT-	Not Used
40	54	ONW-	1 Wait State for LCD
	22	XIN	Connect 5MHZ Crystal
	23	XOUT	Circuit Across XIN/XOUT
45	19	RESET-	Active Low Rest From Power Detect
	18	CNVSS	Connect to VSS for Internal ROM
	24	VSS	VSS from Battery -
50	57	VCC	VDD from Battery +

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The keypad 76 is scanned by the microprocessor using five outputs and four inputs. The four inputs are diode-or'ed together such that any keypress will produce an interrupt to the microprocessor. These active low interrupts occur when a key is pressed.

The handheld device 28 receives all remote data from the settop unit 30 via an infrared (IR) data link. The performance of this link must have a bit error rate less than one error for every 100,000-bits transmitted (random bit errors) when in the configuration shown in Fig 10. In this configuration, the handheld receiver 28 is 7.6m (25 feet) from the transmitter of the settop converter 30 and anywhere within plus or minus 60 degrees of the centerline of the transmitter.

As indicated above, the physical format of the IR data is an encoded FSK signal. The lower frequency is a 49KHz and the upper frequency will be 59KHz. The data rate is a 3000 bits/seconds (BPS). Figure 4 shows the format of this data. The first line is the digital clock. The second line is the stream of digital IR data. The third line is the equivalent line mid-bit transition encoded data and the fourth lines shows the data FSK encoded. The FSK data is applied to the IR transmitting LEDs on the settop unit 30 and received by the diodes in the handheld device 28. The FSK data is decoded into mid-bit transition data, from which a clock is extracted and the data returned to the digital format. The microprocessor 72 uses the clock to shift the data into an internal serial port running in the synchronous mode. As indicated previously, the clock that is extracted as shown on the first line (Fig. 4) and is called the digital data clock.

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To minimize power consumption, the IR receiver 70 should be preceded by a carrier detect (CD) filter 96 (Fig. 6). When energy in the 46-62KHz range is detected then the carrier defect filter 96 is said to be active. This signal will actually switch power to the IR receiver with a VDD switch (a MOS transistor gate circuit in a preferred embodiment) which will remain powered while the IR data is received. After the IR data transmission from the settop unit 30 is complete the CD signal will go inactive and will remove power from the IR receiver 70. The CD filters 96 consumes as little current as possible since it is active all of the time. The logic level of the CD signal is a "don't care" for the microprocessor 72 and is chosen based on the lowest power consumption or cost of the CD circuit.

#### Static RAM:

Figure 11 shows the memory map of the 32K-byte static RAM 74. The static RAM 74 will be decoded into microprocessor addressees 0000h to 7FFFh. The first 400h locations of the external RAM 74 will be unused since these locations are internal to the microprocessor. The static RAM must run with zero wait states.

Figure 12 shows the 32K-byte static RAM interface 98. It is important that the chip select (CE-) pin of the RAM be higher than VDD-0.2 when not being accessed in order to be in the lowest power mode. This is the reason for the transistor circuit 100 at the CE- pin in Figure 12. This extremely low power mode is found on the latest currently available versions of static RAM chips and results in a current draw of about 2uA at room temperature.

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The static RAM 74 chip (like the real-time clock) will be powered by the power fail detect circuitry 78 that changes over to the lithium coin cell 102 when loss of power from the main four 'AA' cells 104 is detected. This power is referred to as VDDsafe in Fig. 6.

The 32K-byte static RAM 74 has write protect circuitry 106 that requires the microprocessor 72 to place a logic low on an I/O pin before any write operation can be performed and will prevent false writes to the static RAM 74 during reset (which is active whenever VDD is invalid). The write protect circuit 106 is also powered by VDDsafe. It is noted that address bus lines AD14 and AD15 are pulled up to VDD for the memory address decoding to work properly.

The LCD display 80 is a two line by 24-character display with built in display RAM and character generator RAM. No backlight is used. The LCD display 80, in a preferred embodiment, shall conform to the features of the Sharp LM24255 (preprogrammed character generator ROM and eight character generator RAM locations).

The LCD display is mapped into memory at microprocessor addresses 8000h (control register) and 8001h (data register). The timing of the typical LCD display 80 module indicates that one wait state may be required during accesses and the microprocessor ONW-line is appropriately controlled to accomplish this task (see Table 1).

To allow the microprocessor to control the LCD contrast in software a R/2R ladder network is to be implemented using three I/O bits of the microprocessor (see, Table 1).

The LCD design does not have a low power mode. To extend battery life, the LCD power must be

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controlled by an I/O bit from the microprocessor.  
Figure 6 shows this as a VDD switch 18. This can be,  
in a preferred embodiment, a MOS transistor gate  
circuit that will allow power to the LCD when the  
microprocessor control signal is low.

5 The Epson RTC-4503 chip is the preferred  
real-time clock 76. It is connected to the  
microprocessor 72 with I/O pins. The real-time clock  
76 (like the static RAM 74) is powered by the power  
10 fail detect circuitry that will change over to the  
lithium coin cell 102 when loss of power from the main  
four 'AA' cells 104 is detected. This power is  
referred to as VDDsafe above.

The piezoelectric speaker 88 will produce  
15 musical tunes and tones. The frequency response of  
this unit is within the range of 1KHz or below on the  
low end and 5Khz or above in the high end. Within  
this range, the sound pressure output of the piezo is  
level. The sound pressure level output should be in  
20 the range of 20dB to 30dB.

The speaker 88 is driven by one of the timer  
outputs of the microprocessor 72 running in the pulse  
output mode.

The preferred main source of power is four  
25 'AA' cells 104. There is an additional three volt  
lithium coin cell 102 that powers the 32K-byte static  
RAM 74, write protect circuitry 110, and the real-  
time clock 78 when loss of main power is detected  
since these must remain powered at all times. Main  
power is lost when the four 'AA' cells are either  
30 drained below minimum working voltage or are removed  
entirely. The power derived only from the main  
batteries is referred to as VDD. The power that is  
output from the power fail detect circuitry that is

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powered by the three volt lithium coin cell is referred to as VDDsafe as indicated above.

SOFTWARE STRUCTURE:

5           The features of a particular interactive program are implemented in part in software resident in the handheld terminal 28. This software performs two functions. The first function is to build a short interactive program from high level commands  
10           transmitted via the IR link. After the program has been transmitted and verified by a CRC error check, the software enables the program to be executed. The second function is the execution of the program. Each independent program that is transmitted and executed  
15           is called a transaction. A typical transaction would consist of a sequence of a question asking for a response from the participant followed by a test of the response resulting in a score.

          During the time that the participant is  
20           responding to the transaction, the next transaction is being received and made ready for the participant to process. Using this approach, the amount of information transmitted via the network prior to a participant being able to use the handheld device 28  
25           is essentially transparent to the user compared to other prior interactive devices.

          Timed responses where the participant must react within a specific time interval is controlled either by a countdown timer implemented with the  
30           microprocessor 74 within the handheld terminal 28 or via a new transaction being sent and activated before the participant enters the response to the prior question.

          For a question where the viewer has a  
35           predetermined amount of time to provide an answer, the

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input command requesting the answer includes a time in seconds that the handheld device 28 waits for user input.

After completing an interactive game, a resulting score is encoded with the program code and a box serial ID number to establish an authorization number unique for the viewer. Using a touch tone telephone, the viewer may enter their results for prizes or recognition.

10

Data Transmitted via the IR Link:

The interactive programs and messages are transmitted over the IR link in a data format structured as a packet containing all of the interactive commands required for a participant to use the handheld device 28. The structure of this packet is as follows:

20	Sync	3-bytes of all ones
	Packet ID	3-bytes
	Packet Count	2-byte
	Command 1	Interactive Program
	Command i	
	CRC	2-bytes
25	End of Frame	3-bytes of all zones

The sync block and end of frame block are three-bytes with a bit pattern that is unique within the packet. This approach clearly defines the start and end of each packet.

The packet ID consists of 24-bits (3-bytes) with the bits segmented into a programmer ID of 9-bits, a program ID of 12-bits, and a PIU slot address of 3-bits.

The PIU table (200 of which are located in RAM 74) where data is stored corresponds to an unique PIU code. Each programmer as defined by the



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programmer ID has a specified number of tables available for their use. The PIU slot address defines which table within the programmer's set of table may be used by the interactive program.

5           The software process within the handheld device 28 consists of the packet being received correctly over the IR link. The programmer ID and the slot address is used to select a PIU table. If a table does not exist with the same programmer ID and  
10 slot address, a new table is created. If the table exists and the programmer ID is the same for the new transaction compared to the stored ID in the table, the old values in the table are kept and the interactive commands transmitted within the packet are  
15 processed. If the new program ID of the table are different, the table values are erased before processing the packet.

          The command structure is encrypted using a conventional FEC algorithm with one half rate coding  
20 to improve data transmission reliability. It is also encrypted using a key ranging up to 56-bits. Within the handheld device 28, a total of three keys are stored. A command to modify the third key is defined and is available for changing the key in the event the  
25 three keys become known.

#### Interactive Software Commands:

          In order to reduce the time required to send an interactive program via the IR link, a high level  
30 interactive language was invented. This concept reduces the amount of data that must be transmitted to a few powerful commands. The specific order and collection of these commands within the packet determine the interactive program. The user's

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response to these commands implement the interactive program.

5 An interactive program consists of one or more packets of commands that are sent via the IR link and processed by the control program of the handheld device 28. Each handheld device 28 contains the interactive program transmitted via the IR link and can generate a score or response unique to the individual participant.

10

Copyright © 1991 Watch & Win:

15 COMMANDS The handheld device implements transactions, events, and PIUs through interpreting a set of commands inserted by programmers at the insertion system 22 and transmitted over the data path by, for example, broadcast signals, to decoding system 24. These commands are created by the programmer using a software package provided with the insertion system 22. The following commands represent the main types of functions that are implemented. Table 2 attached, includes a further list of commands.

25

30 Display (msg) The message is displayed on the LCD and remains on the LCD display until one of the following conditions or events occurs:

- Another message is processed.
- The Recall button is pressed.
- Other special messages are displayed if the appropriate button is pressed.

35

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No data is transmitted to the handheld within 15 seconds and the viewer has not pressed any buttons (at which time the handheld device powers down).

If the viewer attempts an invalid input, the display does not change.

5

Input (msg)      The message is displayed and the unit  
10                    waits for input as described below:  
                    A time delay INPUT (msg, counter)  
                    request is one where the amount of  
                    time in seconds is transmitted  
                    along with the input command. For  
15                    timed input, while waiting for the  
                    counter to reach zero, the two (or  
                    three) digit time value is  
                    displayed in the bottom right two  
                    (or three) screen display  
20                    characters.  
                    If the counter times out before any  
                    input by the viewer, the handheld  
                    device displays MSG1.  
                    An open ended INPUT (msg) request  
25                    is one where the unit waits for  
                    input until the next transaction is  
                    received.  
                    If the viewer provides a response  
                    after the next transaction is  
30                    received, the response is ignored  
                    and the transaction containing the  
                    INPUT command is flushed from the  
                    unit. Alternatively, the last  
                    response could be interpreted as a

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response to the next subsequent transaction.

5           The handheld device waits until the enter key is pressed before processing the response. The number of keys entered from the keyboard can be limited by the field width variable. If the field width is one, then an enter key is not needed to terminate an input response. If the Timeout variable is not zero, then the input command will be timed. If the timer expires, the command will automatically terminate and the input response ignored.

15       Example:

INPUT "How much are you willing to bet?", 3, 33

[OPCODE] [Field Width] [X Offset]  
[String] [Null]

20       INPUT "How much are you willing to bet?", 3, 33, 10

[OPCODE] [Field Width] [X Offset]  
[Timeout] [String] [Null]

25       Range (x,y)   Associated with the INPUT command prescribing the range of acceptable key inputs that is the range of value that are acceptable as answers. When the viewer response is detected, the unit confirms that the response is within the range and processes the next command within the transaction.

30           If the response is not between "x" and "y" values, the unit displays MSG2 and waits for a new input. If the second

35

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response is still not within the range, the unit displays MSG3, clears the input buffer and processes the next command.

Example:

5 RANGE T0, T1  
[OPCODE] [LOW REGISTER] [HIGH REGISTER]  
(3-bytes)  
RANGE 1, 2  
[OPCODE] [LOW VALUE] [HIGH VALUE]  
10 (9-bytes)

Add (x,y) The programmer can add the value in location x to the value in location y, where the sum is stored in location y.  
15

Sub (x,y) The programmer can subtract the value in location x from the value in location y, where the result is stored in location y.  
20

Save (x,y) The programmer can save the value in location x (or a value itself) in location y. The previous value in location y is lost.  
25

#### CONDITIONAL:

If, Then, The programmer can establish logic and  
30 And, Or arithmetic function using >, <, > =, < =  
And, Or or = as a test of either keyed input, stored responses, or stored scores to do other logic steps. A typical example is as follows:  
35 Example:

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```

IF TSCORE > THEN DISPLAY "Good Work!"
IF (RESP 1 == T0) THEN
[OPCODE] [Operator] [Operand A] [Operand
B] [True Offset] [False Offset]
5 IF (RESP 1 == T0 and (RESP 2 == T1) THEN
[OPCODE] [# of Op's] [Op] [Op1] [OP2]
[Op] [Op3] [OP4] [Op] [True Offset]
[False Offset]

10 Else           Used a part of IF statement to
                  signify alternative processing for,
                  as an example, wrong INPUT
                  responses.

15 Beep (x,y,z) This will generate an audio sound from
the handheld device 28, where x is the
number of beeps, y is the duration in
seconds of each beep, and z is the
number of seconds between each beep.

20 Shift (x,y) This command is used to indicate a
multiplication desired by the
programmer. The value in location y can
be multiplied by 2(x=1), 4(x=2), 8(x=
3), or 16(x=4).

25 Repeat        A command which results in
(msg x,y,z) multiple DISPLAY and other logic
commands being sent to the handheld
device 28. Using REPEAT, the programmer
30 can request that a message be displayed
on the handheld device 28 every x
minutes, that the message be sent to the
handheld device 28 every y minutes, and
that the message stop being displayed
35 after z minutes.

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5	Hold (x)	A command sent to and used by the data inserter 38 which tells the inserter 38 not to insert any background information on line x until the line is released using a RELEASE command.
10	Release (x)	A command sent to and used by the data inserter 38 which tells the inserter 38 that it is OK to insert background commands on line x.
15	Delete (PID)	This is a command used to delete the PIU table from non-voltage memory to make room for new PIUs. A background task of sending a group of DELETE commands for known completed PIUs will be initiated when it is detected that PIUs have not been deleted normally. Example: 20                   DELETE PID NUMBER [OPCODE] [PID NUMBER]       (4-bytes)
25	Prestore (msg, MSGx)	Stores a standard message in message buffer of non-voltage memory in the handheld device 28, in location MSGx (MSG5 - MSG10 are still available). A DISPLAY command can either designate that a free form message or a prestored message be displayed on the screen. 30                   Example: PRESTORE 5, "Please try again." [OPCODE] [MSG#] [STRING] [NULL]
35	Disable (boxid)	Reset the handheld device 28 to its uninitialized state. Example:

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DISABLE 12345678  
 [OPCODE] [BOX ID]  
 (5-bytes)

- 5     Appendcode     The command to add a new block of assembly level (exentable) code to the memory in the handheld device 28.
- 10    DEFINE NEW     This Opcode will load a new address key  
       ADDRESS KEY: to be used to descramble the next program segment to be executed.  
                   Example:  
                   KEY 1234  
                   [OPCODE] [KEY]                   (3-Bytes)
- 15    UN-            This Opcode is used to transfer program  
       CONDITIONAL execution to a different Opcode within  
       BRANCH        the program.  
                   Example:  
                   GO TO LABEL  
                   [OPCODE] [16-Bit 2's Comp.Offset]  
   (3-bytes)
- 20    EXIT:           Used to signal the software for the  
                   handheld device 28 that the current  
                   program is finished.  
                   Example:  
                   EXIT  
                   [OPCODE]                               (1-byte)
- 25
- 30    Table 3 presents a list of prestored messages.

SOFTWARE REGISTERS RESIDENT IN HANDHELD DEVICE 28:

- 35    PIU            200 PIU tables are used by the software

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	TRANSACTION	to store user responses and game scores.
	REGISTERS	The transaction register contents
		are maintained until a program
		deletes the PIU table or the
5		registers are used by another
		program. The registers defined in
		each table are:
	PID	Programmer ID Number
	Flag	Programmable Flag
10		Register
	Score 1	Event Score Register
	Score 2	Event Score Register
	Score 3	Event Score Register
	RESP1	User Response Register
15	RESP2	User Response register
	RESP3	User Response Register
	REGISTER 1	Program Storage Register
	REGISTER 2	Program Storage Register
	REGISTER 3	Program Storage Register
20	REGISTER 4	Program Storage Register
	Counter	Elapsed Timer for Viewer
		Response
	SCRATCH PAD	Scratch pad registers are used by the
25	REGISTERS	program for temporary storage. The
		value of each register is cleared
		at the start of each program.
		There are 16, 32-bit registers
		available.
30	DATE/TIME	Used to verify program execution
	Date	
	REGISTERS	and Time. Registers available for
		program use are:
35		Minute

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Hour  
Day  
Month  
Year

5

BOX ID            A four-byte register that contains a  
REGISTER        unique set of numbers for each handheld  
                 device 28.

10

CODE            A four-byte register stored in non-  
REGISTER        volatile memory for global program  
                 usage.

15                Table 4 presents an example of interactive  
games that can be played with this system.

#### Industrial Applicability

20                The operation of the transaction based  
interactive television system 20 of the invention is  
as follows:

                 In a preferred embodiment, at the programming  
or source end of the system, an event such as, for  
example, a sports event, a quiz show or an educational  
presentation is mated with interactive data in order  
25                to associate a series of inquiries and response with  
the event. The series of queries and responses are,  
in a preferred embodiment, inserted into the  
designated lines of the vertical blanking interval  
much as closed captioning signals are inserted in the  
30                VBI. Thus, the standard NTSC signal carries the  
traditional programming in addition to encoded data of  
the present invention. This signal is then  
communicated by broadcasts, satellite, cable,  
microwave or telephone lines, and any combination  
35                thereof to remote user's which have a VCR or

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television receiver, television monitor and the proprietary handheld device 28 of the present invention. As the signals are encoded in the vertical blanking interval, such signals are not apparent to standard viewer at a remote location without a proprietary decoding system 24, which includes the handheld device 28 and the settop decoder 30. Thus, the NTSC signal is received without the viewer knowing or being disturbed by any other signals of the present invention. With the decoding system 24, the viewer is able to receive, decode, and thus interact with the presentation on the television screen.

In much the same way as closed caption VBI decoders work, the settop decoder 30 detects the proprietary programming data recorded on the lines in the vertical blanking interval and decodes this data. The data is then transmitted through an infrared transmitter to a handheld device 28 which has infrared detectors. This signal once detected by the handheld device 28 is then used to initiate functions of the handheld device 28. Principal among these functions are the display of messages of the LCD display 80 and the creating and updating of the PIU tables which are associated with each transaction of the event.

Thus, the proprietary high level command language transmitted in conjunction with the a standard television broadcast signal is used to activate the handheld device 28. This command language is used to cause the executable code also send over the VBI to fill in the PIU tables stored in the handheld device in order to update and create new transactions, to perform the various message functions of the handheld device, and to initiate the various transactions. Such an arrangement eliminates the need for the viewer (1) to wait for the downloading of main

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programs and (2) to be tuned to the appropriate stations before the game begins in order to obtain the entire game program.

The high level proprietary language affords commands and also allows for a rapid deliver of executable code which resides in the PIU tables. Each programmer or program creator at the PIU insertion system 24 would have its own program or ID number and the ID number of a number of PIU tables. Thus, the programmer can insert, at any time, in the VBI new information needs to go into the PIU table. As explained above, each PIU table includes a transaction for at least one response to an interactive inquiry from the programmer. Each of these transactions can be associated with a different game or event occurring throughout the programming and a number of these transactions or PIU tables can be linked together in order to create a series of continuous interactive transactions throughout an interactive session. For example, in the situation of a commercial broadcast of a live sports event with interleaved commercials, a number of PIU tables can be associated together to present interactivity throughout the length of the sports event. Further interleaved with the activity of the main sports event, the various commercials can each be assigned their own PIU table and interleaved throughout the main interactive event. Thus, the viewer can interact with the transactions of the main event and also interact with the transactions of each of the separate commercial events and have all the scores and responses recorded.

It is noted from the above that the implementation of the PIU tables breaks down the games and events into individual transactions. These tables can be quickly created from information encoded on the

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VBI. Tables as indicated above, are identified with a programmer ID. The tables are maintained in, for example, the static RAM as long as need. Should the games change, the programmer simply sends a new signal in order to reprogram that location in the static RAM. In the present embodiment there are several hundred tables, and each is capable of allowing the user to play a game. Thus for a game on a commercial, each game would have its own PIU table and main game played with the main feature would have a multiplicity of PIU tables.

It follows from the above that the present embodiment allows the viewer to come in at any time during the program and immediately begin to play games or otherwise interact with the television and also to "graze" or switch between several stations and immediately be able to play or interact with each channel. This is an improvement over the prior art devices which require that only one game at a time be played, that the user wait for the information to be downloaded to the system, and that does not allow for the interleaving of various games. Further, prior art devices cannot allow the viewer to begin or leave the game at any point in time and have the score for the portion of the game played recorded.

Even with interleaved games and with viewer's coming and leaving the screen at various times, the viewer's reactions and answers to all games in which the viewer participates are stored by the system and later reported to a central processing station.

Finally, after the events are concluded, the viewer will receive a score or scores from the handheld device 28. The score is encoded along with, for example, the user identification number and the identification number of the handheld device 28. The

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viewer can then telephone a central processing station and with the use of a touch tone telephone key in the score and the identification information received from the handheld device 28.

5           It is further to be understood that the present system can be encrypted using encryption algorithms and keys as is known in the trade. The handheld device 28 would thus store, for example, three keys at least one of which could be reprogrammed  
10 by a signal sent on the VBI.

          It should also be appreciated that with the present system that a series of events can be linked together. For example, the system can afford the viewer the ability to participate in an interactive  
15 event which strings together the four or more games of a world series baseball event. That is to say that the viewer is asked to pick the winner of each of the games of a world series and the winner of the world series. This information could be stored in the  
20 handheld device 28 over a period of days or longer if necessary for other games and then checked against the actual outcome of the individual games and series. The user's score over a period of time could then be encoded and then reported back to the central station  
25 by the users.

          Other aspects and embodiments of the present invention can be viewed from a view of the figures and a review of the claims.

          It is to be understood that other embodiments  
30 of the present invention could be configured and come within scope and spirit of the appended claims.

Table 2 Instruction Set Summary

Mnemonic	Description	Bytes	Opcode
ADD	Add direct	3	80h
ADDI	Add immediate	6	90h
AND	And direct	3	81h
ANDI	And immediate	6	91h
BEEP	Beep direct	2	71h
BEEPI	Beep immediate	4	70h
CLR	Clear register	2	20h
DISABLE	Disable handheld	5	A4h
DISPLAY	Display formatted text	*	A5h
DIV	Divide direct	3	82h
DIVI	Divide immediate	6	92h
DPT	Delete PIU table	4	A0h
EXIT	Terminate program	1	A2h
GOTO	Unconditional branch	3	A7h
IF	Conditional branch	8/13	A9h
INPUT	Input user response	***	50h
KEY	Define new decryption key	3	A3h
LOCK	Lock out user input	1	A8h
MOD	Calculate remainder	3	83h
MODI	Calculate remainder immediate	6	93h
MOV	Load register	3	84h
MOVI	Load register immediate	6	94h
MPY	Multiply direct	3	85h
MPYI	Multiply immediate	6	95h
OR	Or direct	3	86h
ORI	Or immediate	6	96h
PRESTORE	Store display string	**	A6h
RNG	Define input range	3	8Bh
RNGI	Define input range immediate	9	A1h
RSTF	Reset bit, PIU flag register	1	1Xh
SETF	Set bit, PIU flag register	1	1Xh
SHL	Shift left direct	3	87h
SHLI	Shift left immediate	6	97h
SHR	Shift right	3	88h
SHRI	Shift right immediate	6	98h
SUB	Subtract direct	3	89h
SUBI	Subtract immediate	6	99h
TIME	Verify real time	5	60h
XOR	Exclusive-OR direct	3	8Ah
XORI	Exclusive-OR immediate	6	9Ah

\* The number of bytes for the display command is the string length plus one.

\*\* The number of bytes for the prestore command is the string length plus two.

\*\*\* The number of bytes for the input command is the string length plus four or seven.

1 ADD add registers

**Description** The contents of the destination register are added to the contents of the source register and the result is stored in the destination register.

**Execution**  $Rd \leftarrow Rd + Rs$

**Encoding**  $[80h][Rd][Rs]$  ( 3 Bytes )

**Script example**  $T0 = T0 + T1$

<u>Before Instruction</u>	<u>After Instruction</u>
T0 - 100	T0 - 120
T1 - 20	T1 - 20

2 ADDI add immediate value to register

**Description** The contents of the destination register are added with a 32 bit immediate value and the result is stored in the destination register.

**Execution**  $Rd \leftarrow Rd + \text{Value}$

**Encoding**  $[90h][Rd][\text{Value}]$  ( 6 Bytes )

**Script example**  $T0 = T0 + 100$

<u>Before Instruction</u>	<u>After Instruction</u>
T0 - 100	T0 - 200

3 AND and registers

**Description** The contents of the destination register are anded with the contents of the source register and the result is stored in the destination register.

**Execution**  $Rd \leftarrow Rd \text{ AND } Rs$

**Encoding**  $[81h][Rd][Rs]$  ( 3 Bytes )

**Script example**  $T0 = T0 \text{ AND } T1$

<u>Before Instruction</u>	<u>After Instruction</u>
T0 - 0F000h	T0 - 8000h
T1 - 7000h	T1 - 7000h



4 ANDI and register with immediate value

**Description** The contents of the destination register are anded with a 32 bit immediate value and the result is stored in the destination register.

**Execution** Rd <- Rd AND Value

**Encoding** [91h][Rd][Value] ( 6 Bytes )

**Script example** T0 = T0 AND 8000h

Before Instruction

After Instruction

T0 - 0C000h

T0 - 4000h

5 BEEP produce an audible tone

**Description** BEEP is exactly the same function as BEEPI except that the information used to produce the tone is stored in ROM and is referenced by the operand specified in this command. There are three predefined tones of one, two or three beeps with a duration of 500mS and a period of 500mS. If the reference operand is out of the range of 1 - 3, this command will be ignored.

**Execution** SFLAG <- 1  
NBEEPS <- BEEP[REF].NBEEPS  
NDUR <- BEEP[REF].NDUR  
NPER <- BEEP[REF].NPER

**Encoding** [71h][Reference Beep] ( 2 Bytes )

**Script Example** BEEP 2

Produces two tones, 500mS apart, for a duration of 500mS for each tone.

6 BEEPI produce an audible tone

**Description** BEEPI is used to produce an audible tone from the handheld terminal. Once this command is executed, the beep function will operate in the background allowing other instructions to be executed. There are two ways the beep function is terminated. First, the number of beeps specified in the command has expired; or second, a new program transaction has been received and execution of that program has started. The duration and period operands are defined to be 100mS units of time, with a maximum time value of 25.5 seconds.

**Execution** SFLAG <- 1  
NBEEPS <- Operand #1  
NDUR <- Operand #2

40

NPER &lt;- Operand #3

**Encoding**

[70h][NBEEPS][NDUR][NPER] ( 4 Bytes )

**Script Example**

BEEPI 2, 5, 5

Produces two tones, 500mS apart, for a duration of 500mS for each tone.

**7 CLR clear register****Description**

The contents of the destination register is reset to zero.

**Execution**

Rd &lt;- 0

**Encoding**

[20h][Rd] ( 2 Bytes )

**Script Example**

T0 = 0

Before InstructionAfter Instruction

T0 - 100

T0 - 0

**8 DISABLE disables handheld terminal****Description**

When this command is executed, the handheld terminal will be set to the uninitialized state. The unit will no longer respond to the IR receiver or keyboard input from the user except in the access control mode to reinitialize the handheld terminal.

**Execution**

IFLAG &lt;- 0

**Encoding**

[0A4h][Box Id] ( 5 Bytes )

**Script Example**

DISABLE 12345678

Before InstructionAfter Instruction

IFLAG - 1

IFLAG - 0

**9 DISPLAY write formatted text to the display****Description**

Display accepts a series of plain characters and delimiters in the string and outputs the formatted string to the display screen. The plain characters are copied verbatim to the display screen and the delimiters are used to specify the insertion of prestored strings, variables, end of display lines and end of display strings.

**Delimiters**

NULL: Used to signify the end of a display string. When this character is encountered in the string, the formatted display string is transferred to the sixteen screen message buffer and becomes the active display message

41

in the buffer. The encoded byte value for the NULL character is 0.

**VARIABLE:** Used to signify that an internal register value will be inserted into the formatted text string. The VARIABLE delimiter is composed of the delimiter, register number to be displayed and the format specifier. The encoded byte value for the VARIABLE character is 01h, followed by the register number and the format specifier. A total of three bytes are needed to define this delimiter.

The format specifier is composed of a four bit field defining the field width and a four bit field defining the field format. The field width is located in the upper nibble of the byte and specifies a field width of 1 - 15 characters. Refer to the table below for the definition of the field format located in the lower nibble.

- 0 - Left justified integer
- 1 - Right justified integer, blank padded
- 2 - Right justified integer, zero padded
- 3 - Reserved
- 4 - Left justified fixed point integer
- 5 - Right justified fixed point integer, blank padded
- 6 - Right justified fixed point integer, zero padded
- 7 - 15 Reserved

**MESSAGE:** Used to insert any of the prestored messages available in ROM or non-volatile memory. When this delimiter is encountered, the current display line will be terminated and padded to 24 characters, if needed, and the prestored message specified will be inserted on the following display lines. The encoded byte value for the MESSAGE character is 02h, followed by the prestored message number. A total of two bytes are needed to define this delimiter.

**CR:** Used to signify the end of a display line. If 24 characters where not specified for the current display line, the remainder of the display line will automatically be padded with blanks. The encoded byte value for the CR character is 0Dh.

#### Encoding

[0A5h][String]

#### Script Example

DISPLAY "Thanks for playing! Tune in & play again soon!"

#### Display Screen

Line 1 - Thanks for playing! Tune  
Line 2 - in & play again soon!

DISPLAY "To get poll results,\rpress 'Yes' now."

42

Display Screen

Line 1 - To get poll results,

Line 2 - press 'Yes' now.

DISPLAY "You have %i points.\rGreat work!",  
TSCORE

Display Screen

Line 1 - You have 20 points.

Line 2 - Great work!

10 DIV divide registers

Description	The contents of the destination register are divided by the contents of the source register and the quotient is stored in the destination register.
Execution	$Rd \leftarrow Rd / Rs$
Encoding	[82h][Rd][Rs] ( 3 Bytes )
Script Example	$T0 = T0 / T1$

Before InstructionAfter Instruction

T0 - 113  
T1 - 10

T0 - 11  
T1 - 10

11 DIVI divide register by an immediate value

Description	The contents of the destination register are divided by a 32 bit immediate value and the quotient is stored in the destination register.
Execution	$Rd \leftarrow Rd / \text{Value}$
Encoding	[92h][Rd][Value] ( 6 Bytes )
Script Example	$T0 = T0 / 20$

Before InstructionAfter Instruction

T0 - 201

T0 - 10

**12 DPT delete PIU table**

**Description** Deletes a PIU table from non-volatile memory allowing a different program to use that PIU table. All of the values in the PIU table are cleared.

**Execution** PIU[PID] <- 0

**Encoding** [0A0h][PID Number] ( 4 Bytes )

**Script Example** DELETE 112233

Before InstructionAfter Instruction

PIU Table

PIU Table

PID - 112233

PID - 0

ESCORE - 10

ESCORE - 0

PSCORE - 0

PSCORE - 0

TSCORE - 20

TSCORE - 0

RESP1 - 1

RESP1 - 0

RESP2 - 0

RESP2 - 0

RESP3 - 0

RESP3 - 0

FLAG - 11h

FLAG - 0

**13 EXIT terminate program execution**

**Description** Used to signal to the control software that the active transaction is finished.

**Execution** TFLAG <- 0

**Encoding** [0A2h] ( 1 Byte )

**Script Example** EXIT

Before InstructionAfter Instruction

TFLAG - 1

TFLAG - 0

**14 GO TO unconditional relative branch**

**Description** Used to update the transaction pointer and transfer program control to the new program location stored in the transaction pointer. If the value being stored in the transaction pointer is out of the current address range of the program, the program will be halted. The offset used for the relative branch is a 16 bit two's complement value.

**Execution**  $TP = TP + \text{Offset}$

**Encoding**  $[0A7h][\text{Offset}]$  ( 3 Bytes )

**Script Example** GO TO LOOP

Before Instruction

TP - 1000h  
 LOOP - 9F0h  
 OFFSET - 0FFF0h

After Instruction

TP - 9F0h  
 LOOP - 9F0h  
 OFFSET - 0FFF0h

**15 IF conditional branch**

**Description** This instruction is used to form higher level constructs: IF, IF - THEN, IF - THEN - ELSE and WHILE. The two operands are logically or arithmetically compared. All comparisons are referenced to operand A. Operand B can be a register or an immediate value.

If the logical or arithmetic comparison is true, the true offset will be added to the transaction pointer and program execution will be transferred to that new location. Otherwise, the false offset will be added to the transaction pointer. Below is a list of the available operators and their encoded values.

00h - ">", Greater Than  
 01h - "<", Less Than  
 02h - ">=", Greater Than or Equal to  
 03h - "<=", Less Than or Equal to  
 04h - "==", Equal to  
 05h - "!=", Not Equal to  
 06h - "AND", Logical AND  
 07h - "OR", Logical OR

**Encoding**  $[A9h][\text{Operator}][\text{Operand A}][\text{Operand B}][\text{True Offset}][\text{False Offset}]$  ( 8/13 Bytes )

**Script Example** IF ( RESP1 == T0 ) THEN

**16 INPUT input response****Description**

Used to accept user input from the keyboard. The command can accept input from any location specified on the visible screen, specified by the X offset variable. The number of keys entered from the keyboard can be limited by the field width variable. If the field width variable is one, then an enter key is not needed to terminate an input response. If the timeout variable is non-zero, then the input response from the user will be timed and the remaining time will be displayed on the screen. If the timer expires, the input command will terminate automatically and the input buffer will contain a null string.

There is one option available with the timed input response mode. The control program has the capability to display a decreasing score rather than time. This is achieved by specifying a register to decrement, a time to update the score and a value to decrement the register at every register update. The score will be displayed in the same location as the time. There is only a three character field to display the score within, so register values should not be greater than 999. If the initial register value to be displayed is greater than 999, then the input command will be terminated.

The string that is specified with the input command has the exact same format as the string format for the display command. Refer to the display command for a definition of the string format.

**Encoding****Timer Format**

[50h][Field Width][X offset][Timeout][String]

**Score Format**

[51h][Field Width][X offset][Timeout][Rs][Dec.][Time Inc.][String]

**Script Example**

INPUT "How much are you willing to bet?", 3,33

INPUT "Enter your response\now?", 1, 30, 10, 0, 5, 2

.17 KEY define new decryption key

**Description** When executed, the 16 bit value specified will replace decryption KEY #3. This will allow all subsequent transactions that were encrypted with KEY # 3 to be decrypted by KEY #3. This command does not delete the other decryption keys, allowing other transactions to be decrypted by KEY #1 or KEY #2.

**Execution** KEY3 <- Value

**Encoding** [0A3h][Value] ( 3 Bytes )

**Script Example** KEY 1234

<u>Before Instruction</u>	<u>After Instruction</u>
KEY3 - 55AA	KEY3 - 1234

18 LOCK lock out user input

**Description** Used during a live interactive broadcast to terminate an input command. This should be the only command in the transaction except for a display or exit command. The lock command does not operate on any register or memory location. It is basically a NOP command. The only function of this command is to terminate the currently executing program.

**Execution** Told <- Tnew

**Encoding** [A8h] ( 1 Byte )

**Script Example** DISPLAY "No more inputs at this\time"  
LOCK  
EXIT

19 MOD calculate remainder

**Description** The contents of the destination register are divided by the contents of the source register and the remainder is stored in the destination register.

**Execution** Rd <- Rd % Rs

**Encoding** [83h][Rd][Rs] ( 3 Bytes )

**Script Example** T0 = T0 % T1

<u>Before Instruction</u>	<u>After Instruction</u>
T0 - 113	T0 - 3
T1 - 10	T1 - 10



**20 MODI calculate remainder by an immediate value**

**Description** The contents of the destination register are divided by a 32 bit immediate value and the remainder is stored in the destination register.

**Execution**  $Rd \leftarrow Rd \% \text{Value}$

**Encoding** [93h][Rd][Value] ( 6 Bytes )

**Script Example**  $T0 = T0 \% 20$

Before Instruction

After Instruction

T0 - 201

T0 - 1

**21 MOV move register**

**Description** The contents of the destination register are loaded with the contents of the source register.

**Execution**  $Rd \leftarrow Rs$

**Encoding** [84h][Rd][Rs] ( 3 Bytes )

**Script Example**  $T0 = T1$

Before Instruction

After Instruction

T0 - 100

T0 - 200

T1 - 200

T1 - 200

**22 MOVI load register with immediate value**

**Description** The contents of the destination register are loaded with a 32 bit immediate value.

**Execution**  $Rd \leftarrow \text{Value}$

**Encoding** [94h][Rd][Value] ( 6 Bytes )

**Script Example**  $T0 = 1000$

Before Instruction

After Instruction

T0 - 100

T0 - 1000

**23 MPY multiply registers**

**Description** The contents of the destination register are multiplied with the contents of the source register and the result is stored in the destination register

**Execution**  $Rd \leftarrow Rd * Rs$

**Encoding**  $[85h][Rd][Rs]$  ( 3 Bytes )

**Script Example**  $T0 = T0 * T1$

<u>Before Instruction</u>	<u>After Instruction</u>
T0 - 100	T0 - 2000
T1 - 20	T1 - 20

**24 MPYI multiply register with an immediate value**

**Description** The contents of the destination register are multiplied by a 32 bit immediate value and the result is stored in the destination register.

**Execution**  $Rd \leftarrow Rd * Value$

**Encoding**  $[95h][Rd][Value]$  ( 6 Bytes )

**Script Example**  $T0 = T0 * 100$

<u>Before Instruction</u>	<u>After Instruction</u>
T0 - 100	T0 - 10000

**25 OR or registers**

**Description** The contents of the destination register are ored with the contents of the source register and the result is stored in the destination register.

**Execution**  $Rd \leftarrow Rd OR Rs$

**Encoding**  $[86h][Rd][Rs]$  ( 3 Bytes )

**Script Example**  $T0 = T0 OR T1$

<u>Before Instruction</u>	<u>After Instruction</u>
T0 - 8000h	T0 - 0F000h
T1 - 7000h	T1 - 7000h

49

**26 ORI or register with immediate value**

<b>Description</b>	The contents of the destination register are ored with a 32 bit immediate value and the result is stored in the destination register.	
<b>Execution</b>	Rd <- Rd OR Value	
<b>Encoding</b>	[96h][Rd][Value] ( 6 Bytes )	
<b>Script Example</b>	T0 = T0 OR 33h	
	<u>Before Instruction</u>	<u>After Instruction</u>
	T0 - 8000h	T0 - 8033h

**27 PRESTORE store display string**

<b>Description</b>	Used to store a display string to one of the six prestored message buffers in non-volatile memory. The display string can have a maximum length of eight display lines and can have any of the string delimiters embedded in the string except for the variable delimiter. If the string length is longer than eight display lines and the message number specified is not within the range of 6 - 10, then the command will be ignored.
<b>Execution</b>	MSG[#] <- String
<b>Encoding</b>	[0A6h][Message #][String]
<b>Script Example</b>	PRESTORE "Please try again", 6 MSG[6] <- "Please try again"

**28 RNG specify input range**

Description	The contents of the low & high registers are saved and used to execute input value range checking anytime an input command is executed. If the range command was not specified, then all input commands in the current transaction will not be range checked. If the input response is within the range, the processing of opcodes will continue. If the input response was entered for the first time the prestored message #2 will be displayed for two seconds and the user will be allowed to respond one more time after the display is restored. If the response was the second attempt the prestored message #3 will be displayed for two seconds and the input command terminated with a zero placed in the input buffer. The controller will begin executing opcodes after the input opcode.
Execution	Low Range <- Rl High Range <- Rh
Encoding	[8Bh][Rl][Rh] ( 3 Bytes )
Script Example	RANGE T0, T1

<u>Before Instruction</u>	<u>After Instruction</u>
T0 - 1	T0 - 1
T1 - 2	T1 - 2
RL - 10	RL - 1
RH - 20	RH - 2
RFLAG - 0	RFLAG - 1

**29 RNGI specify input range with immediate values**

Description	The low & high 32 bit immediate values are saved and used to execute input value range checking anytime an input command is executed. If the range command was not specified, then all input commands in the current transaction will not be range checked. If the input response is within the range, the processing of opcodes will continue. If the input response was entered for the first time the prestored message #2 will be displayed for two seconds and the user will be allowed to respond one more time after the display is restored. If the response was the second attempt the prestored message #3 will be displayed for two seconds and the input command terminated with a zero placed in the input buffer. The controller will begin executing opcodes after the input opcode.
Execution	Low Range <- Low Value High Range <- High Value

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Encoding	[0A1h][Low Value][High Value] ( 9 Bytes )	
Script Example	RANGE 1, 2	
	<u>Before Instruction</u>	<u>After Instruction</u>
	RL - 10	RL - 1
	RH - 20	RH - 2
	RFLAG - 0	RFLAG - 1

**30 RSTF reset PIU flag bit**

Description	This instruction resets a bit of the PIU flag register. The bit that is reset is specified in the instruction.	
Execution	PIU[PID].FLAG[BIT] <- 0	
Encoding	[00010b][xxx] ( 1 Byte )	
Script Example	RSTF 3	
	<u>Before Instruction</u>	<u>After Instruction</u>
	FLAG - FFh	FLAG - F7

**31 SETF sets PIU flag bit**

Description	This instruction sets a bit of the PIU flag register. The bit that is set is specified in the instruction.	
Execution	PIU[PID].FLAG[BIT] <- 1	
Encoding	[00011b][xxx] ( 1 Byte )	
Script Example	SETF 3	
	<u>Before Instruction</u>	<u>After Instruction</u>
	FLAG - 10h	FLAG - 18h

**32 SHL shift register left**

Description	The contents of the destination register are shifted left by the number of bits specified by the value in the source register.	
Execution	Rd <- Rd SHL Rs	
Encoding	[87h][Rd][Rs] ( 3 Bytes )	
Script Example	T0 = T0 SHL T1	
	<u>Before Instruction</u>	<u>After Instruction</u>

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T0 - 1000h  
T1 - 3T0 - 8000h  
T1 - 3**33 SHLI shift register left by an immediate value**

**Description** The contents of the destination register are shifted left by the number of bits specified by the 32 bit immediate value.

**Execution** Rd <- Rd SHL Value

**Encoding** [97h][Rd][Value] ( 6 Bytes )

**Script Example** T0 = T0 SHL 8

Before InstructionAfter Instruction

T0 - 100h

T0 - 10000h

**34 SHR shift register right**

**Description** The contents of the destination register are shifted right by the number of bits specified by the value in the source register.

**Execution** Rd <- Rd SHR Rs

**Encoding** [88h][Rd][Rs] ( 3 Bytes )

**Script Example** T0 = T0 SHR T1

Before InstructionAfter InstructionT0 - 1000h  
T1 - 3T0 - 200h  
T1 - 3**35 SHRI shift register right by an immediate value**

**Description** The contents of the destination register are shifted right by the number of bits specified by the 32 bit immediate value.

**Execution** Rd <- Rd SHR Value

**Encoding** [98h][Rd][Value] ( 6 Bytes )

**Script Example** T0 = T0 SHR 8

Before InstructionAfter Instruction

T0 - 1000h

T0 - 10h

**36 SUB subtract registers**

<b>Description</b>	The contents of the destination register are subtracted from the contents of the source register and the result is stored in the destination register.
<b>Execution</b>	$Rd \leftarrow Rd - Rs$
<b>Encoding</b>	[89h][Rd][Rs] ( 3 Bytes )
<b>Script example</b>	$T0 = T0 - T1$

<u>Before Instruction</u>	<u>After Instruction</u>
T0 - 100	T0 - 80
T1 - 20	T1 - 20

**37 SUBI subtract immediate value from register**

<b>Description</b>	The contents of the destination register are subtracted by a 32 bit immediate value and the result is stored in the destination register.
<b>Execution</b>	$Rd \leftarrow Rd - \text{Value}$
<b>Encoding</b>	[99h][Rd][Value] ( 6 Bytes )
<b>Script example</b>	$T0 = T0 - 50$

<u>Before Instruction</u>	<u>After Instruction</u>
T0 - 100	T0 - 50

**38 TIME verify real time**

<b>Description</b>	When this instruction is executed, the date and time of the real time clock is compared to the date and time specified with this instruction. Due to the potential for the real time clock to drift over time, the comparison will be made over a range of +- one minute. If the time of the handheld is out of this range, the unit will be set to it's uninitialized state and will no longer have the ability to process new transactions until it is reinitialized. If this instruction is used, it should be the first executable instruction in a transaction.
<b>Execution</b>	<pre> If ( Real Time == Time Stamp ) Then     Process Transaction Else     Disable Handheld </pre>
<b>Encoding</b>	[60h][TIME/DATE] ( 5 Bytes )

The encoded value of the year is the difference between

the present year and the year 1990. Below is a table of the encoded date and time:

Byte #1 - M1 M0 S5 S4 S3 S2 S1 S0  
 Byte #2 - H3 H2 H1 H0 M5 M4 M3 M2  
 Byte #3 - M1 M0 D4 D3 D2 D1 D0 H4  
 Byte #4 - Y5 Y4 Y3 Y2 Y1 Y0 M3 M2

**Script Example**

**TIME @TIME, @DATE**

The current date and time variables are inserted by the RDI when it detects the time opcode. This is to insure that the real time of the handheld should match the real time of the program being aired.

**39 XOR exclusive or registers****Description**

The contents of the destination register are exclusive orred with the contents of the source register and the result is stored in the destination register.

**Execution**

$Rd \leftarrow Rd \text{ XOR } Rs$

**Encoding**

[8Ah][Rd][Rs] ( 3 Bytes )

**Script Example**

$T0 = T0 \text{ XOR } T1$

Before InstructionAfter Instruction

T0 - 8000h  
 T1 - 0C000h

T0 - 4000h  
 T1 - 0C000h

**40 XORI exclusive or register with immediate value****Description**

The contents of the destination register are exclusive orred with a 32 bit immediate value and the result is stored in the destination register.

**Execution**

$Rd \leftarrow Rd \text{ XOR } \text{Value}$

**Encoding**

[9Ah][Rd][Value] ( 6 Bytes )

**Script Example**

$T0 = T0 \text{ XOR } 8033h$

Before InstructionAfter Instruction

T0 - 8000h

T0 - 33h



Table 3  
Prestored Messages

Message #1	Line 1 - Too Late! Try next time!
Message #2	Line 1 - Not a valid choice.\r Line 2 - Try again now!
Message #3	Line 1 - Still not valid.\r Line 2 - Better luck next time!
Message #4	Line 1 - Press enter after your\r Line 2 - answer.
Message #11	Line 1 - Enter your choice now.
Message #12	Line 1 - Enter your answer now.
Message #13	Line 1 - Select your answer &\r Line 2 - then press "Enter"
Message #14	Line 1 - Sorry invalid answer.You Line 2 - have one more chance now
Message #15	Line 1 - Invalid answer.No answer Line 2 - will be accepted now.
Message #16	Line 1 - Good answer! You are\r Line 2 - right!
Message #17	Line 1 - Wrong answer. Too Bad!
Message #18	Line 1 - Good try! You can do\r Line 2 - better next time!
Message #19	Line 1 - Nice try! Better luck\r Line 2 - next time!
Message #20	Line 1 - Good score! You may be\r Line 2 - a winner!
Message #21	Line 1 - Enter answer before the\r Line 2 - time displayed runs out!
Message #22	Line 1 - The faster you answer,\r Line 2 - the higher you score!
Message #23	Line 1 - Not fast enough. Sorry.

Message #24	Line 1 - Sorry, too late.
Message #25	Line 1 - Thank you.
Message #26	Line 1 - Thanks for playing! Tune Line 2 - in & play again soon!
Message #27	Line 1 - Thanks for tuning in!\r Line 2 - Please join us again!
Message #28	Line 1 - Tune in and try again\r Line 2 - next time!
Message #29	Line 1 - To qualify to win, you\r Line 2 - must register your score
Message #30	Line 1 - To enter by mail, press\r Line 2 - "yes" now.
Message #31	Line 1 - To register your score\r Line 2 - by mail,press "yes" now.
Message #32	Line 1 - To save your score press Line 2 - "save" then 1,2 or 3;or\r Line 3 - write your score down\r Line 4 - now!
Message #33	Line 1 - To save this info,press\r Line 2 - "save" then 1,2 or 3;or\r Line 3 - write it down now.
Message #34	Line 1 - To save phone# press\r Line 2 - "save" then 1,2 or 3;or\r Line 3 - write it down now.
Message #35	Line 1 - To get survey results,\r Line 2 - press "yes" now.
Message #36	Line 1 - To get poll results,\r Line 2 - press "yes" now.
Message #37	Line 1 - To get a copy of the\r Line 2 - rules,press "yes" now.
Message #38	Line 1 - Winners will be notified Line 2 - by certified mail.
Message #39	Line 1 - To get the list of\r Line 2 - winners,press "yes" now.
Message #40	Line 1 - To get your test results Line 2 - press "yes" now.
Message #41	Line 1 - To get your game score,\r

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Line 2 - press "yes" now.

Message #42

Line 1 - To get your score result  
Line 2 - press "yes" now.

Message #43

Line 1 - You must be 12 or older\r  
Line 2 - to use 900#'s.

Message #44

Line 1 - Parental consent needed\r  
Line 2 - if under 18 years old.

Message #45

Line 1 - Must be 18 years or\r  
Line 2 - older to win.

Message #46

Line 1 - Void where prohibited by  
Line 2 - law

Message #47

Line 1 - For more information,\r  
Line 2 - press "yes" now.

Message #48

Line 1 - For a summary of rules\r  
Line 2 - press "yes" now.

Message #49

Line 1 - Welcome to a new TV\r  
Line 2 - experience!

Message #50

Line 1 - Hello! We hope you are\r  
Line 2 - enjoying our program!

Message #51

Line 1 - We're glad you're back!

Table 4 GAME EXAMPLE  
Introduction of the NBL \$Million BB Challenge  
(Insert during pre-game show broadcast)  
Copyright 1991 Watch & Win

Display - Msg 1

[illegible]

Display - Msg 2

**\*Note:** Once game level is selected, Display only messages related to that game level

**If no selection is made show superfan version?**

If 1, Display  
Msg - S1

W	e	l	c	o	m	e	S	u	p	e	r	F	a	n	!	B	v		
c	o	r	r	e	c	t	l	y		a	n	s	w	e	r	i	n	g	t
																			h
																			e
																			l

q	u	e	s	t	i	o	n	s	w	e		a	s	k	,	y	o	u	
s	c	o	r	e		p	o	i	n	t	s		&		w	i	n	t	h
																			e
																			l

f	o	l	l	o	w	i	n	g		p	r	i	z	e	s	:	H	i	g
r	e	g	i	s	t	e	r	e	d		t	o	t	a	l		s	e	r
																			j
																			e
																			s

s	c	o	r	e	:	s	e	r	i	e	s	G	r	a	n	d		P	r	i	z	e
\$	1	0	0	,	0	0	0		&		t	r	i	p		f	o	r		2		↑

t	o		W	o	r	l	d		S	e	r	i	e	s		G	a	m	e
S	e	r	i	e	s				l	s	t	p	r	i	z	e		\$	2
																			5
																			,
																			0

&		a	u	t	o	g	r	a	p	h	e	d		b	a	l	l		f
w	i	n	n	i	n	g			p	l	a	y	o	f		t	e	a	m
																			:
																			l

S	e	r	i	e	s		2	n	d	P	r	i	z	e		\$	1	0	,
S	e	r	i	e	s		3	r	d	P	r	i	z	e			\$	5	,
																			0
																			0
																			l

Y	o	u		c	a	n		a	l	s	o		w	i	n		f	o	r	
h	i	g	h	e	s	t		r	e	g	i	s	t	e	r	e	d			t
																			h	
																			e	
																			l	

Display  
Msg - S2

Display Msg S3

s	c	o	r	e		o	f	\	a		s	i	n	g	l	e		g	a	m	e	!
G	a	m	e		1	s	t		P	r	i	z	e		\$	1	0	,	0	0	0	;
																					t	

G	a	m	e		2	n	d		P	r	i	z	e		\$	5	.	0	0	0	;
G	a	m	e		3	r	d		P	r	i	z	e		\$	2	.	5	0	0	;

O	n	l	y		l		g	a	m	e		P	r	i	z	e		P	e	r			
r	e	g	i	s	t	e	r	e	d		h	a	n	d	h	e	l	d	;	I	n		t

c	a	s	e		o	f		t	i	e		w	i	n	n	e	r		w	i	l
b	e		d	e	c	i	d	e	d		b	y		r	a	n	d	o	m		t

Display Msg S4

d	r	a	w	i	n	g	.		C	o	n	s	o	l	a	t	i	o	n		
P	r	i	z	e		o	f		a	n		o	f	f	i	c	i	a	l	N	B
																			L	t	

t	e	a	m		j	a	c	k	e	t		o	f		c	h	o	i	c	e	
w	i	l	l		b	e		a	w	a	r	d	e	d	.						

Display Prestored Msg 36

v	o	i	d		w	h	e	r	e		P	r	o	h	i	b	i	t	e	d	b
l	a	w	.																	y	

Display Prestored Msg 35

M	u	s	t		b	e		1	8		y	e	a	r	s		o	r			
o	l	d	e	r		t	o		w	i	n	.									

If 2, Display Msg Jr1

W	e	l	c	o	m	e		J	r		S	u	p	e	r	F	a	n	!		B	y	
c	o	r	r	e	c	t	l	y		a	n	s	w	e	r	i	n	g		t	h	e	!

q	u	e	s	t	i	o	n	s		w	e		a	s	k	,	y	o	u		c	a	n
s	c	o	r	e		P	o	i	n	t	s		&		w	i	n		t	h	e		!

f	o	l	l	o	w	i	n	g		P	r	i	z	e	s	:	H	i	g	h	e	s	t
r	e	g	i	s	t	e	r	e	d		t	o	t	a	l		s	e	r	i	e	s	!

s	c	o	r	e	:	S	e	r	i	e	s		G	r	a	n	d		P	r	i	z	e
\$	2	5	,	0	0	0		U	S		S	a	v	i	n	g	s		B	o	n	d	!

&		t	r	i	p		f	o	r		2		t	o		W	o	r		l	d		
S	e	r	i	c	s		G	a	m	c	l	;											

S	e	r	i	e	s		l	s	t		P	r	i	z	e		\$	1	0	,	0	0	0
U	S		S	a	v	i	n	g	s		B	o	n	d		&							!

a	u	t	o	g	r	a	p	h	e	d		b	a	l	l		f	r	o	m			
w	i	n	n	i	n	g		p	l	a	y	o	f	f		t	e	a	m	;			!

S	e	r	i	e	s		2	n	d		P	r	i	z	e		\$	5	,	0	0	0	
U	S		S	a	v	i	n	g	s		B	o	n	d	;								!

Display Msg Jr2

SEE	RI	ES	3rd	PRI	ZE	\$	2	,	5	0	0
US	SA	V	ING	S	B	OND	:	Y	0	0	↑

[illegible]

s	c	o	r	e		a	s	i	n	g	i	e		a	m	e	:	
G	a	m	e		r	s	t		p	r	i	z	c	\$	1,	0	0	↑

U	S		S	a	v	i	n	g	s		B	o	n	d		&		a	u	t	o	-
g	r	a	p	p	h	e	d		b	a	i		r	o	m			a				↑

f	a	v	o	r	i	t	e		N	B	L		P	i	a	y	e	r	;			
G	a	m	e		2	n	d		P	r	i	z	e		\$	5	0	0		U	S	↓

S	a	v	i	n	g	s		B	o	n	d	:	G	a	m	e		3	r	d				
P	r	i	z	c		\$	1	0	0		U	S		S	a	v	i	n	g	s				↑

B	o	n	d	;	O	n	l	y		l		g	a	m	e		P	r	i	z	e		
P	e	e	r		r	c	g	i	s	t	c	r	c	d		h	a	n	d	h	e	l	d

I	n	a	t	i	e	,	a		w	i	n	n	e	r		w	i	l	l
b	e	d	e	c	i	d	e	d	b	y		r	a	n	d	o	m		↓

## Display Msg Jr4





Start of every game at top of 1st inning.

F	o	r	1	0	P	t	s	,	w	h	o	w	i	l	l	w	i	n	↑
t	h	i	s		g	a	m	e	?	E	n	t	e	r	n	o	w		

1		f	o	r	A	t	l	a	n	t	a	B	r	a	v	e	s		
2		f	o	r	P	i	t	t	s		P	i	r	a	t	e	s		

F	o	r	5		P	t	s	,	w	h	a	t		w	i	l		b	e			
A	t	t	a	n	t	a	'	s		t	e	a	m		b	a	t	t	i	n	g	↑

a	v	e	.		f	o	r		t	h	i	s	g	a	m	e	?				
A	n	s	w	e	r	s		w	/	i	n		5	%		o	v	e	r		↑

u	n	d	e	r	a	c	t	u	a	l		a	v	e		w	i	l	l	b	e			
a	c	c	e	p	t	e	d		a	s		r	'	i	g	h	t	.	E	n	t	e	r	↑

y	o	u	r		a	n	s	w	e	r		n	o	w	.						
---	---	---	---	--	---	---	---	---	---	---	--	---	---	---	---	--	--	--	--	--	--

F	o	r		s	p	t	s	,	w	i	l	l		A	t	l	a	n	t	a	'	s	↑
t	e	a	m		b	a	t	t	i	n	g		a	v	e	r	a	g					

f	o	r		t	h	i	s		g	a	m	e		b	e	:								
l	:		w	i	t	h	i	n		.	2	2	8		-		.	2	5	2				↑

Display Msg S6 & Jr7  
for 15 seconds

(store response for  
later use)

Display Msg S7  
for 15 seconds &  
store response for  
later use

Display Msg Jr8  
for 15 seconds





SuperFan questions for the start of the Top and Bottom  
of every Inning starting w/2nd Inning.

F	o	r		5	P	t	s	,	h	o	w		m	a	n	y		g	a	m	e	s
d	i	d		P	i	r	a	t	e	s		w	i	n		i	n					↓

A	t	l	a	n	t	a		d	u	r	i	n	g		t	h	e		.1	9	9	1
S	e	a	s	o	n	?																



Y	o	u	'	r	e		u	p		o	n		y	o	u	r		s	t	a	t	s	-
y	o	u		s	c	o	r	e		5			p	t	s	!							

S	o	r	r	y	,	P	i	r	a	t	e		s	e	a	s	o	n					
r	e	c	o	r	d		i	n		A	t	l	a	n	t	a		0	-	6			



Ques. Top of 2  
Display for 15 secs.

Insert Prestored  
Msg 2

If answer = 0  
then score 5 pts and  
display:

If answer ≠ 0  
then score 0 pts  
and display:

Jr. SuperFan Questions For the Start of the Top & Bottom  
of Every Inning Starting w/2nd Inning

F	o	r	s	p	t	s	,	h	o	w		m	a	n	y		s	h	u	t	-	
o	u	t	s		d	i	d		t	h	e		p	i	r	a	t	e	s			↓

h	a	v	e		d	u	r	i	n	g		t	h	e	i	r		l	g	g	l
s	e	a	s		o	n	?														



R	i	g	h	t		f	o	r		5	p	t	s	-		y	o	u				
k	n	o	w			t	h	e		p	i	r	a	t	e	s	!					


W	r	o	n	e		S	o	r	r	y	,	p	i	r	u		t	e	s		h	a	d
1	6		s	h	u	t	o	u	t	s		t	h	i	s		s	e	a	s	o	n	.


Jr. Ques. Top of 2  
Display for 20 secs.

Insert Prestored  
Msg 2

If answer = 16  
(was 1990  
record)  
then score 5 pts  
& display:

If answer ≠ 16  
then score 0 pts  
and display:

Questions to be asked with every new batter except the lead off batter at the top & bottom of each inning - producer decides which question is asked.

Preproduced for live, on-line insertion  
 Producer decides on question:  
 Each question: score 1 pt for right answer; 0 pt for wrong answer

W	i	l	l	t	h	i	s	t	e	a	m	s	c	o	r	e	a	↓			
r	u	n	t	h	i	s	i	n	n	i	n	g	?								
Ques 100																					
E	n	t	e	r	y	e	s	o	r	n	o	.									
Ques 101																					
W	i	l	l	t	h	e	p	i	t	c	h	2	=	b	a	l	l	e	d		
1	=	s	t	r	i	k	e	o	r												
Ques 102																					
W	i	l	l	t	h	e	b	a	t	t	e	r	:	1	=	h	i	t			
2	=	w	a	l	k	o	r	3	=	s	t	r	i	k	e	o	u	t	?		
Ques 103																					
E	n	t	e	r	y	o	u	r	c	h	o	i	c	e	.				↓		
W	i	l	l	t	h	e	p	i	t	c	h	b	e	:							
Ques 104																					
1	=	f	a	s	t	b	a	l	l	2	=	c	u	r	v	e	b	a	l	l	
3	=	s	l	i	d	c	r	4	=	b	r	e	a	k	i	n	g	b	a	l	l
Ques 105																					
W	i	l	l	t	h	e	p	l	a	y	b	e	c	a	l	l	e	d			
a	n	c	r	r	o	r	?	Y	c	s	o	r	N	o	.						
Ques 106																					
W	i	l	l	t	h	e	b	a	t	t	e	r	t	r	v	t	o				
b	u	n	t	?	Y	e	s	o	r	N	o	.									

Ques 107	W	i	l	l	t	h	e	r	u	n	n	e	r	t	r	y	t	o
	S	t	e	a	l	?	Y	e	s	o	r	N	o	.				
Ques 108	W	i	l	l	t	h	e	y	t	r	y	a	s	q	u	e	e	z
	P	l	a	y	n	o	w	?	Y	e	s	o	r	N	o	.		
Ques 109	W	i	l	l	t	h	e	y	i	n	t	e	n	t	i	o	n	a
	w	a	l	k	t	h	i	s	b	a	t	t	e	r	?	Y	e	s
Ques 110	I	s	t	h	e	r	u	n	n	e	r							
	l	=	s	a	f	e	o	r	2	=	o	u	t	?				
Ques 111	W	i	l	l	t	h	e	p	i	t	c	h	e	r	b	e		
	c	a	l	l	e	d	f	o	r	a	b	a	l	k	?	Y	e	s
Standard Feedback																		
Display to																		
responses for:																		
right ans.																		
wrong																		
answer																		



For responses to Ques/Msg S6:

After Last Out of Each Game:  
(standard process)

A	t	l	a	n	t	a	w	i	n	s	!	G	o	o	d	c	a	l	l	!
Y	o	u	s	c	o	r	e	1	0	p	t	s	.							

If answer = 1 then add  
10 pts to score & display  
for 15 secs.

A	t	l	a	n	t	a	w	i	n	s	!	G	o	o	d	c	a	l	l	!
c	h	a	n	g	e	d	y	o	u	r	m	i	n	d	-	y	o	u		!

If answer = 4 then add  
10 pts to score & display  
for 15 secs.

Y	o	u	s	c	o	r	e	4	p	t	s	.								
---	---	---	---	---	---	---	---	---	---	---	---	---	--	--	--	--	--	--	--	--

If answer = 2 or 5  
then score 0 pts &  
display for 15 secs.

P	i	r	a	t	e	s	l	o	s	e	-	t	o	o	b	a	d	!		
Y	o	u	s	c	o	r	e	n	o	p	o	i	n	t	s	.				

For responses to Ques/Msg S7: (Note Software must calculate 5% over & under range when actual  
team ave. entered [.231])

Display for 10 secs.

A	t	l	a	n	t	a	B	r	a	v	e	s	t	e	a	m	g	a	m	e
b	a	t	t	i	n	g	a	v	e	r	a	g	e	w	a	s	.	2	3	1

If answer is in  
5% over or under range  
of .231 then add  
5 pts to score &  
display for 10 secs.

G	o	o	d	c	a	l	l	Y	o	u	s	c	o	r	e	5	p	t	s	
---	---	---	---	---	---	---	---	---	---	---	---	---	---	---	---	---	---	---	---	--

If answer is not in  
5% over or under  
range of .231 then  
score 0 pts & display  
for 10 secs.

--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--

S	o	r	r	y	.	B	e	t	t	e	r	l	u	c	k	n	e	x	t	
t	i	m	e	.	N	o	p	o	i	n	t	s	s	c	o	r	e	d	!	

For responses to Ques/Msg S8: (again software to calculate 5% over & under range when actual team ave. entered [.224])

Display for 10 secs.  
then:

P	I	T	T	S	P	I	R	A	T	E	S	T	E	A	M	G	A	M	E
B	A	T	T	I	N	R	A	V	C	P	N	R	E	W	A	S	.	2	2
																		4	

If answer is in  
5% over or under  
range of .224 then  
add 5 pts to score  
& display for 10 secs.

G	O	O	D	C	A	I	L	I	Y	O	U	S	C	O	R	E	5	P	T
																			S


If answer is not in  
5% over or under  
range of .224 then  
score 0 pts &  
display for 10 secs.

T	O	O	B	A	D	I	Y	O	U	G	E	T	0	P	T	S			
T	H	I	S	T	I	M	E	.											

Display for 1 minute

T	H	A	N	K	S	F	O	R	P	L	A	Y	I	N	G	.	Y	O	U
C	O	U	L	D	B	E	A	A	W	I	N	N	E	R	O	F			

t	h	i	s	g	a	m	e	-	r	e	m	e	m	b	e	r	:		
G	a	m	e	6		l	s	t	P	r	i	z	e	\$	1	0	,	0	0

G	a	m	e	6	2	n	d	P	r	i	z	e	\$	5	,	0	0	0	;
G	a	m	e	6	3	r	d	P	r	i	z	e	\$	2	,	5	0	0	;

F	O	R	A	S	:	1	-	9	0	0	-	N	B	L	-	P	R	I	Z
P	R	I	Z	E	S														

For 1 minute  
Display: after  
calculating total Game 6  
score

1)

2)

3)

4)

T	o	q	u	a	l	i	f	v	a	s	a	p	o	s	s	i	b	l	e
w	i	n	e	r		o	f		G	a	m	e	6	,		v	o	u	↓

m	u	s	t	r	e	g	i	s	t	e	r	y	o	u	r	s	c	o	r	e	
b	y	6	A	M	,	O	c	t	.	l	7	,	T	h	u	r	s	d	a	y	↓

T	o	r	e	g	i	s	t	e	r	v	o	u	r	p	l	a	v	o	f	↓
G	a	m	e	6		s	c	o	r	e	c	a	l	l	:					

1	-	9	0	0	-	9	9	9	-	B	A	S	E	+		E	n	t	e	r	
4	4	2	9	-	6	6	1	1	-	8	7	9	9	-	0	0	2	2			↓

																					↓
--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	---

																					↓
--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	---

C	o	s	t		o	f		9	0	0		c	a	l	l		f	o	r		
s	c	o	r	e		r	e	g	i	s	t	r	a	t	i	o	n	i	s		\$ 2

--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--

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We Claim:

1. An interactive presentation system comprising:
  - 5 means for receiving at a remote location interactive data in association with a presentation of an event;
  - means for defining transaction structures (1) for allowing the interactive data to be communicated only as needed for each particular aspect of an event and throughout the event such that there is no interruption of the event and (2) for allowing events and aspects within any event to be interleaved while maintaining interactivity with each event; and
  - 15 means for reporting the results of the interactivity.
2. The apparatus of claim 1 wherein said receiving means includes:
  - 20 a settop decoder for decoding interactive data received in conjunction with a signal for the event;
  - a handheld terminal for allowing the user to interact with the event; and
  - 25 means for providing communications between the settop decoder and the handheld terminal.
3. The apparatus of claim 1 wherein said transaction structures includes:
  - 30 means for storing an identification for each of a plurality of transaction tables;
  - means for storing at least a portion of the interactive data; and
  - means for storing a user response to the
  - 35 interactive data.

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4. The apparatus of claim 1 including:  
said interactive data includes (1)  
interactive commands and (2) event specific data  
associated with each specific event or aspect of each  
5 event;  
wherein said interactive data associated with  
each specific event or aspect of each event is stored  
in the transaction structures; and  
said system including processor means for  
10 processing the interactive commands in order to  
control the interactive presentation.

5. The apparatus of claim 4 including:  
said receiving means including a message  
15 display; and  
said interactive commands in conjunction with  
the processor means for causing messages to be  
displayed on said message display.

20 6. The apparatus of claim 5 wherein:  
said receiving means can receive messages to  
be displayed and said transaction structures can store  
received messages; and  
said interactive commands for causing  
25 selectively either a received message or a stored  
message to be displayed in order to initiate or  
continue with an interactive presentation.

7. The apparatus of claim 1 including;  
30 said means for defining transaction  
structures for allowing one transaction to be used  
interactively by a user while a subsequent transaction  
is being received by the receiving means for  
subsequent use by the user.

35

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8. The apparatus of claim 1 including:  
said receiving means including means for  
decoding interactive data encoded in the vertical  
blanking interval of a television signal in order to  
5 receive the interactive data in association with the  
presentation of an event.

9. The apparatus of claim 2 including:  
said communicating means including an  
10 infrared encoder and transmitter associated with the  
settop decoder and an infrared receiver and decoder  
associated with the handheld terminal.

10. The apparatus of claim 1 including:  
15 said receiving means including means for  
receiving the interactive data at a high data rate and  
for substantially reducing the data rate so that the  
data can be accurately received by the transaction  
structures defining means.

20 11. The apparatus of claim 1 including:  
said receiving means and said transaction  
structures defining means for additionally allowing  
the interactive data to be received in a manner that  
25 is transparent to a viewer of the event.

12. An interactive presentation system  
comprising:  
means for receiving interactive data which  
30 includes commands and event specific data as needed  
according throughout the presentation of an event in  
accordance with the specific requirements of any  
particular aspect of the event;  
means for storing the event specific data;

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means for acting responsive to the commands in order to use the event specific data to allow a viewer to interact with a presentation.

5           13. The apparatus of claim 12 including:  
            means for presenting messages;  
            said means for acting upon said commands for  
causing the message presenting means to display at  
least one of a message sent in association with the  
10           commands and a message prestored as part of the event  
specific data.

            14. The apparatus of claim 12 including:  
            said means for acting upon said commands for  
15           initiating and controlling the ability of the viewer  
to interact with a presentation and for controlling  
the event specific data.

            15. The apparatus of 12 including:  
20           said means for storing event specific data  
including means for defining transaction structures  
(1) for allowing the interactive event specific data  
to be communicated only as needed for each particular  
aspect of an event and throughout the event such that  
25           there is no interruption of the event and (2) for  
allowing events and aspects within any event to be  
interleaved while maintaining interactivity with each  
event.

30           16. The apparatus of claim 12 wherein:  
            said receiving means includes a settop  
decoder for decoding interactive data received in  
conjunction with a signal for the event;

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said storing means includes a handheld terminal for allowing the user to interact with the event; and

5 means for providing communications between the settop decoder and the handheld terminal.

17. The apparatus of claim 15 wherein said transaction structures includes:

10 means for storing an identification for each of a plurality of transaction tables;

means for storing at least a portion of the interactive event specific data; and

means for storing a user response to the interactive event specific data.

15

18. The apparatus of claim 12 including:  
a message display; and

20 said commands in conjunction with the acting means for causing messages to be displayed on said message display.

19. The apparatus of claim 15 wherein:

25 said receiving means can receive messages to be displayed and said transaction structures can store received messages; and

said commands for causing in conjunction with the acting means selectively either a received message or a stored message to be displayed in order to initiate or continue with an interactive presentation.

30

20. The apparatus of claim 15 including;

said means for defining transaction structures for allowing one transaction to be used interactively by a viewer while a subsequent



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transaction is being received by the receiving means for subsequent use by the viewer.

5           21. The apparatus of claim 12 including:  
said receiving means including means for decoding interactive data encoded in the vertical blanking interval of a television signal in order to receive the interactive data in association with the presentation of an event.

10           22. The apparatus of claim 12 including:  
said receiving means including an infrared encoder and transmitter and the storing means includes an infrared receiver and decoder for communicating  
15 data between the receiving means and the storing means.

20           23. The apparatus of claim 12 including:  
said receiving means including means for receiving the interactive data at a high data rate and for substantially reducing the data rate so that the data can be accurately stored by the storing means.

25           24. The apparatus of claim 12 including:  
said receiving means and said storing means for additionally allowing the interactive data to be received in a manner that is transparent to a viewer of the event.

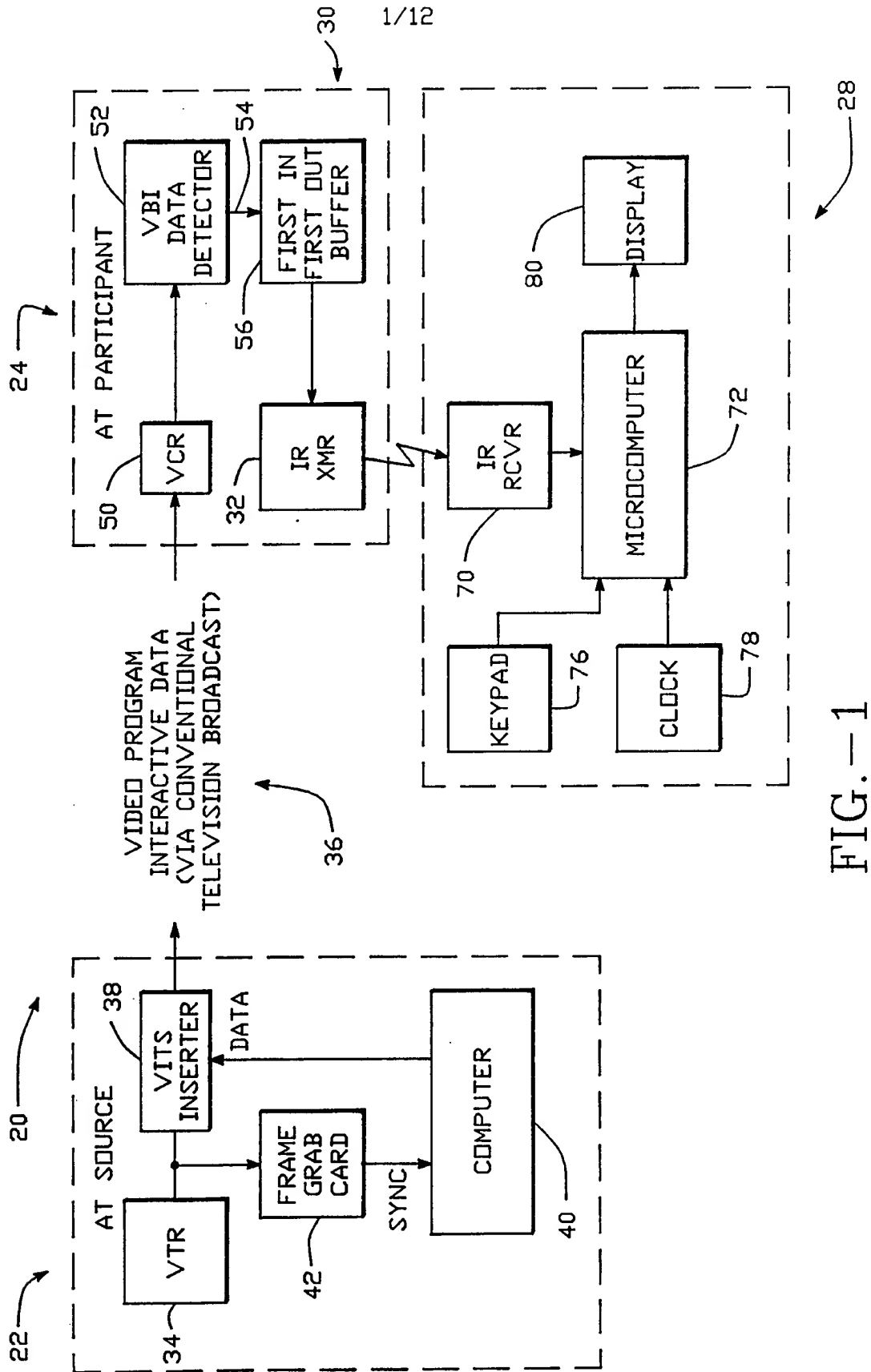


FIG. -1

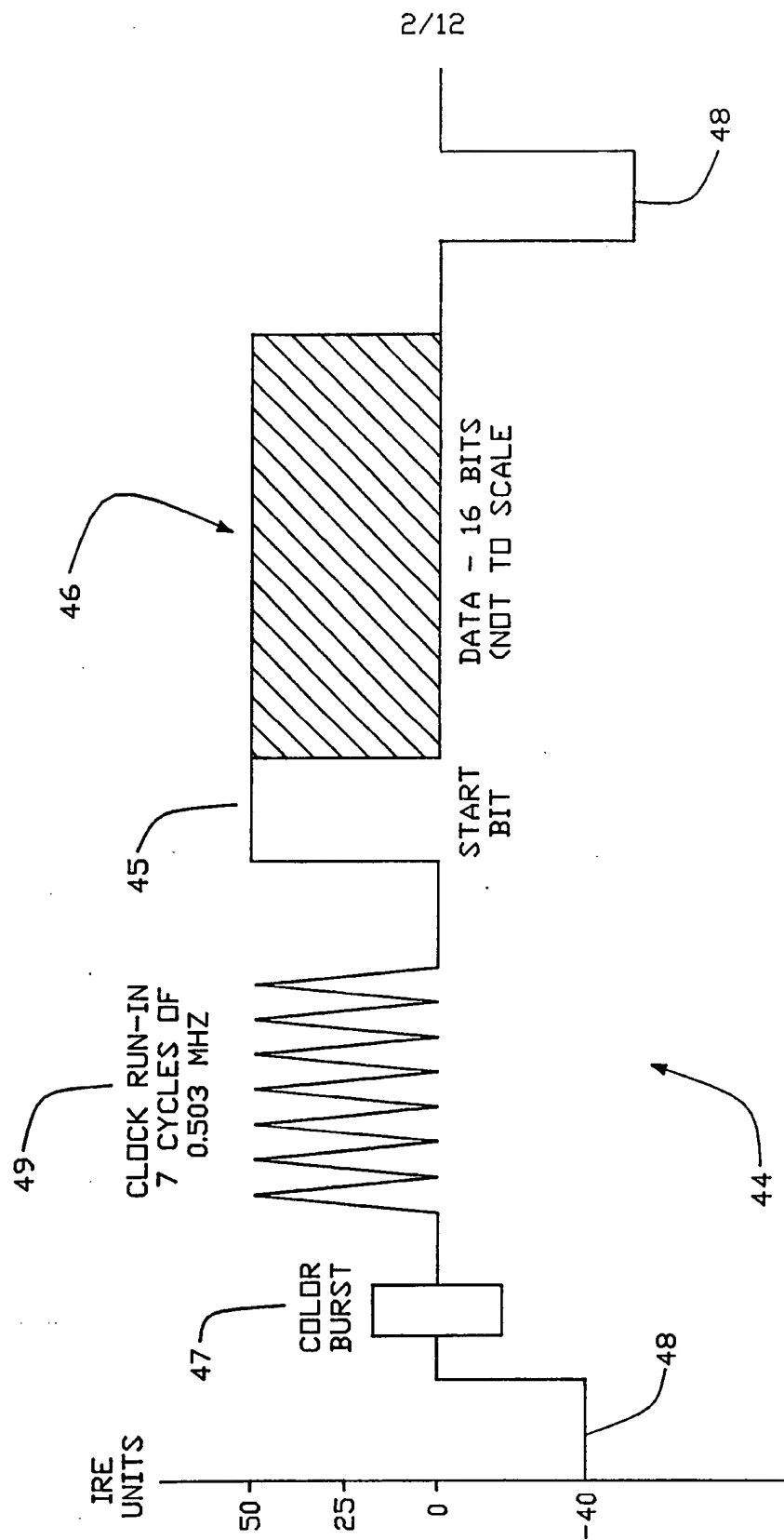


FIG.-2

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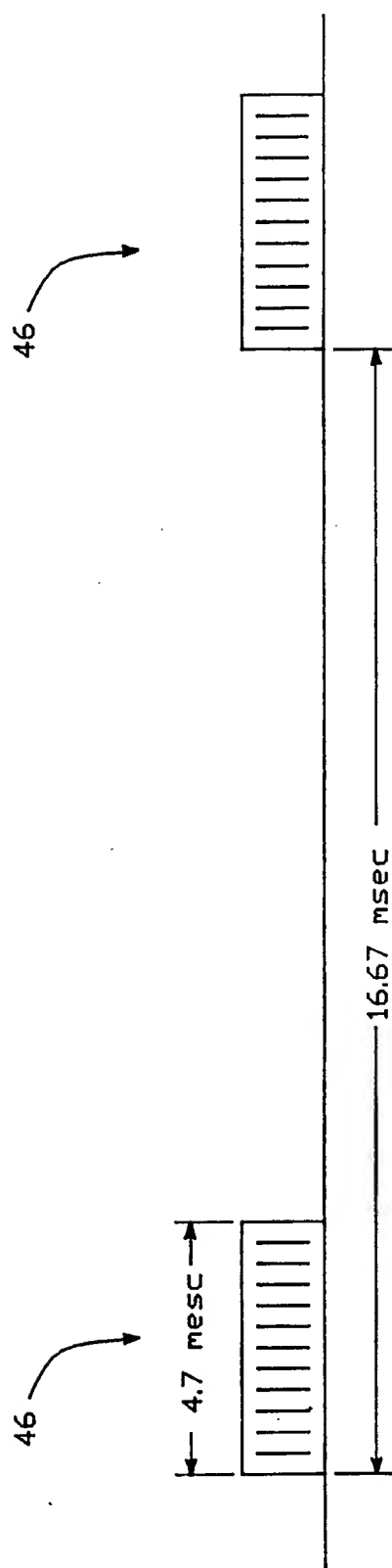


FIG.—3

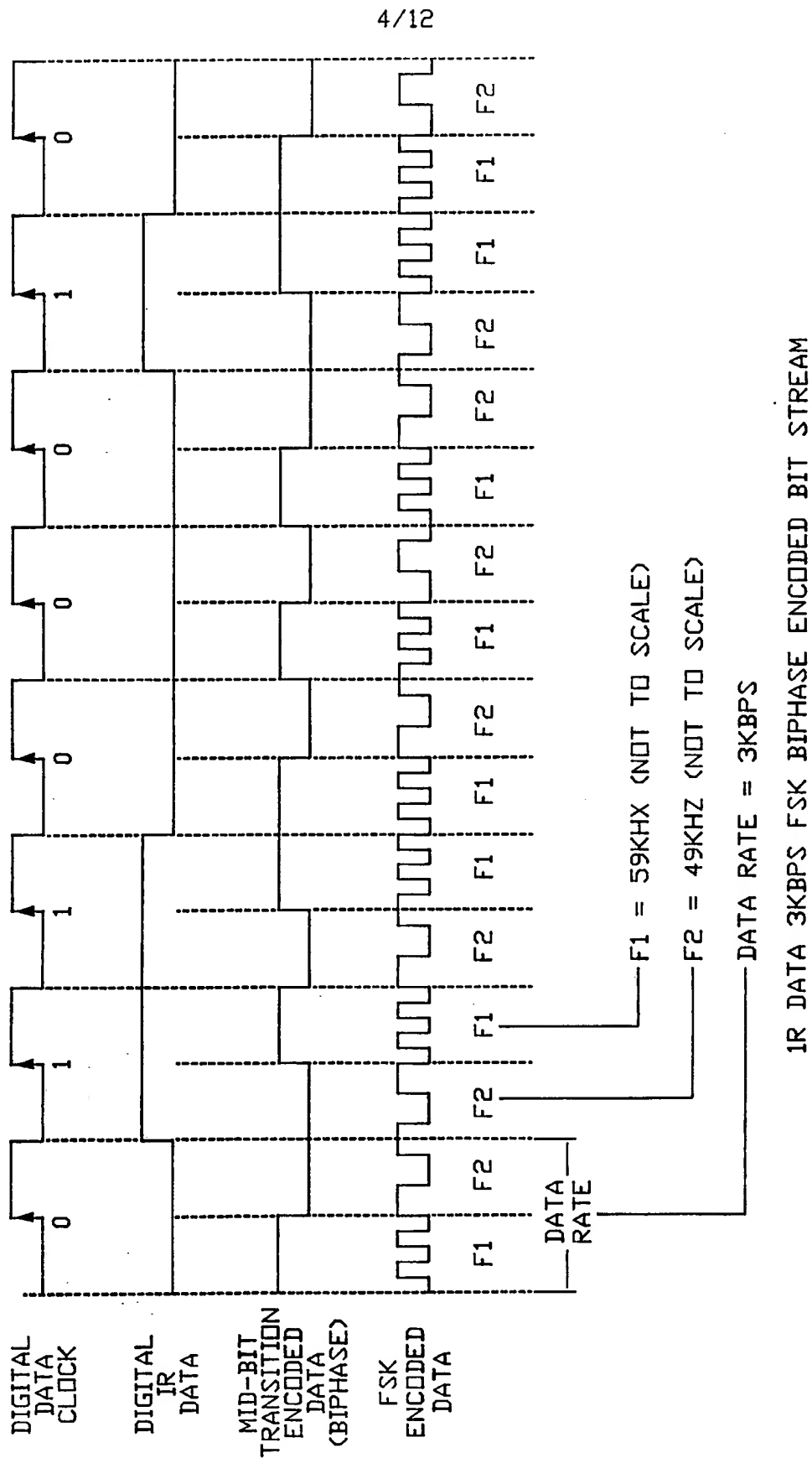


FIG. -4

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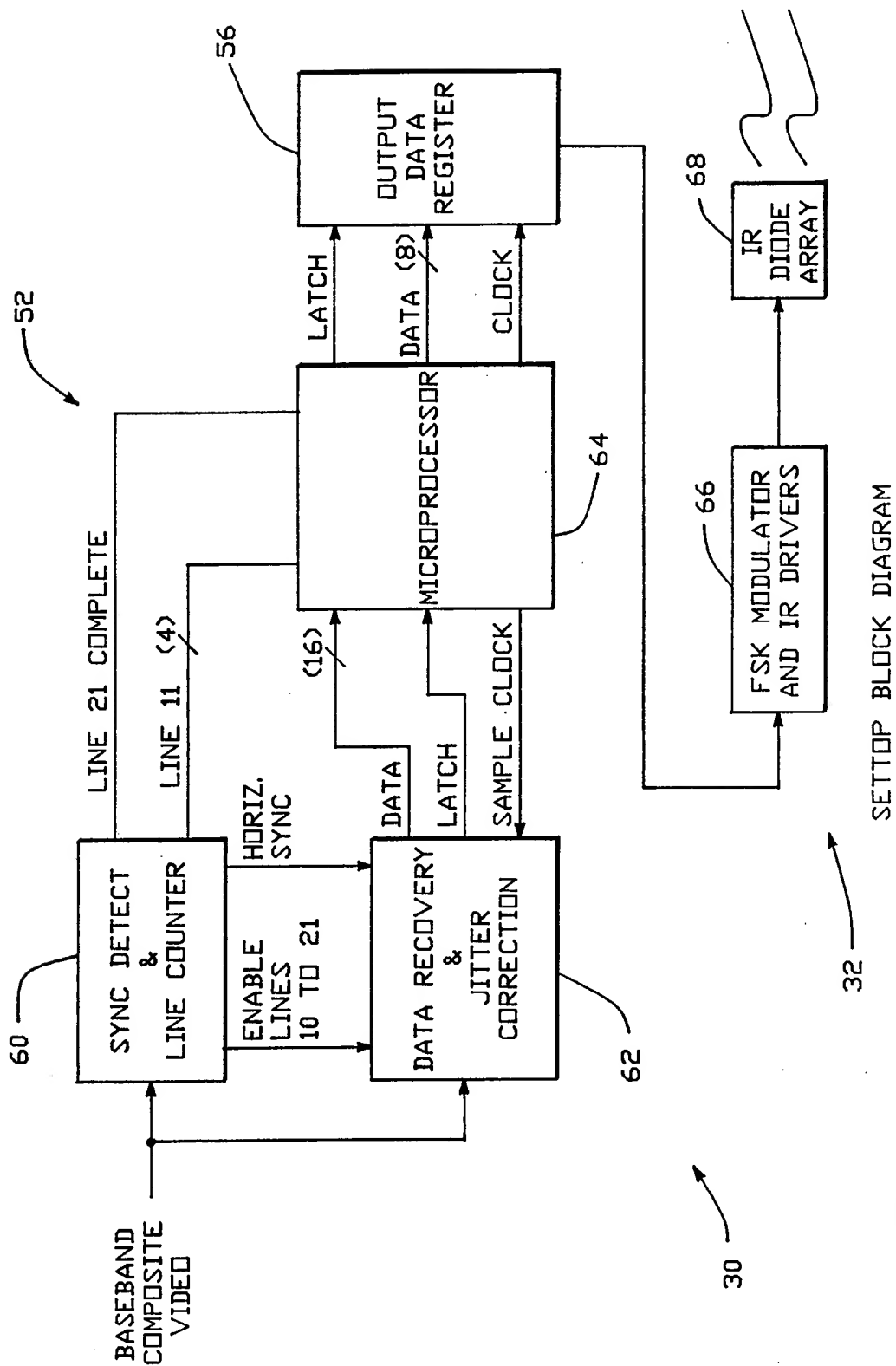


FIG.—5

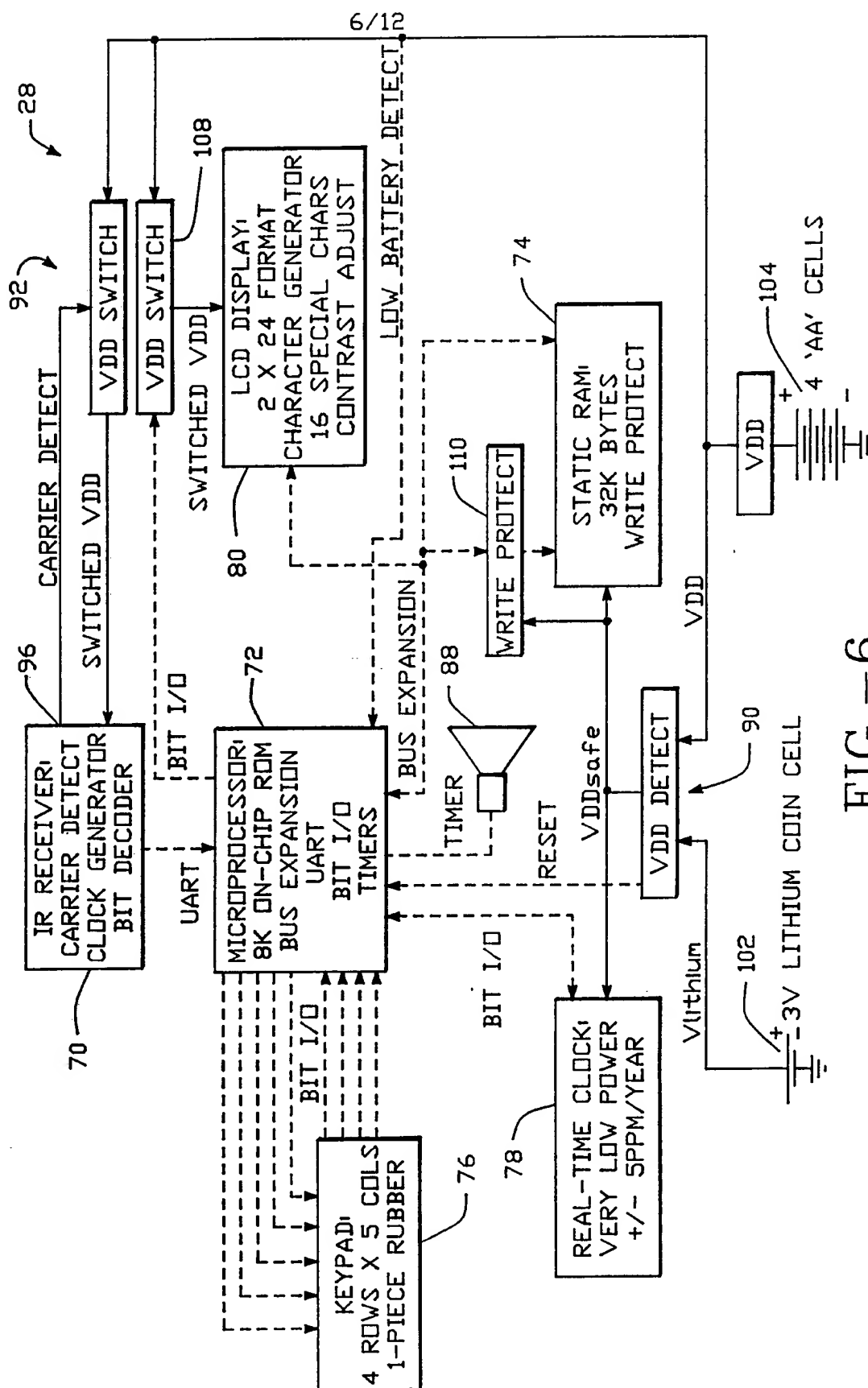


FIG. -6

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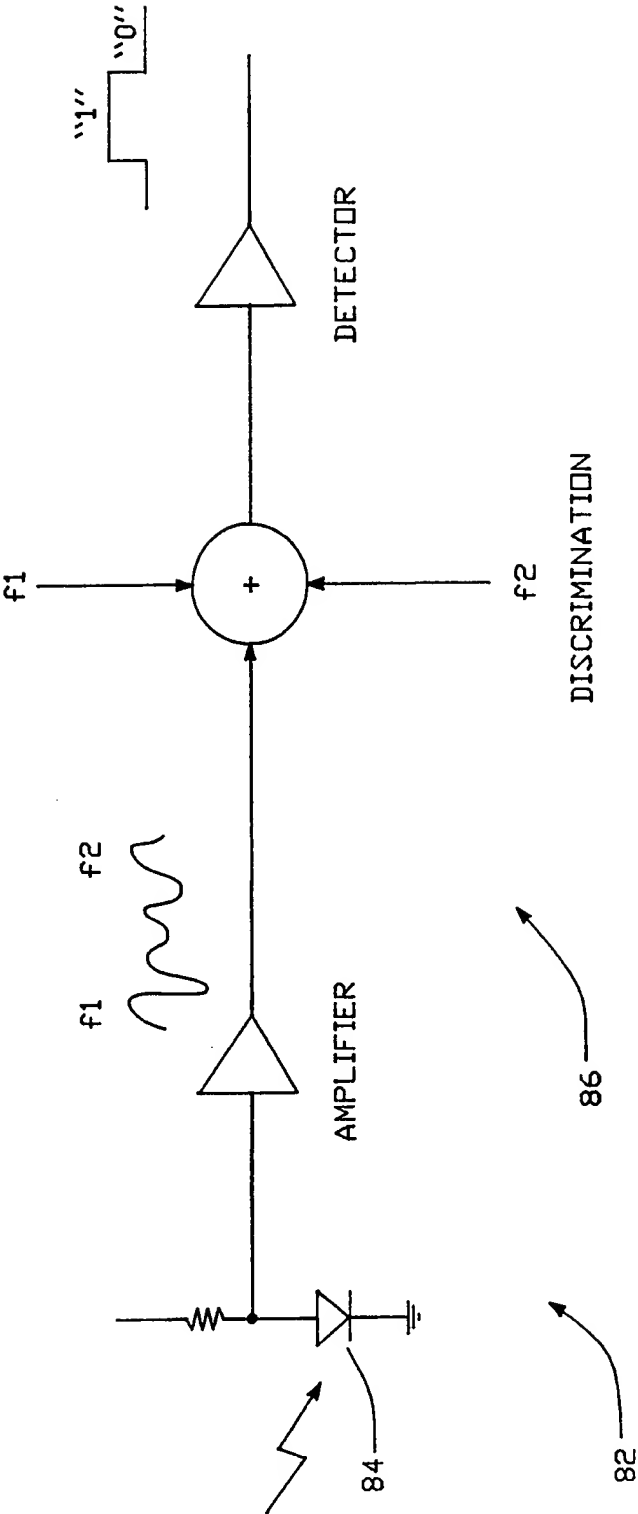


FIG.—7



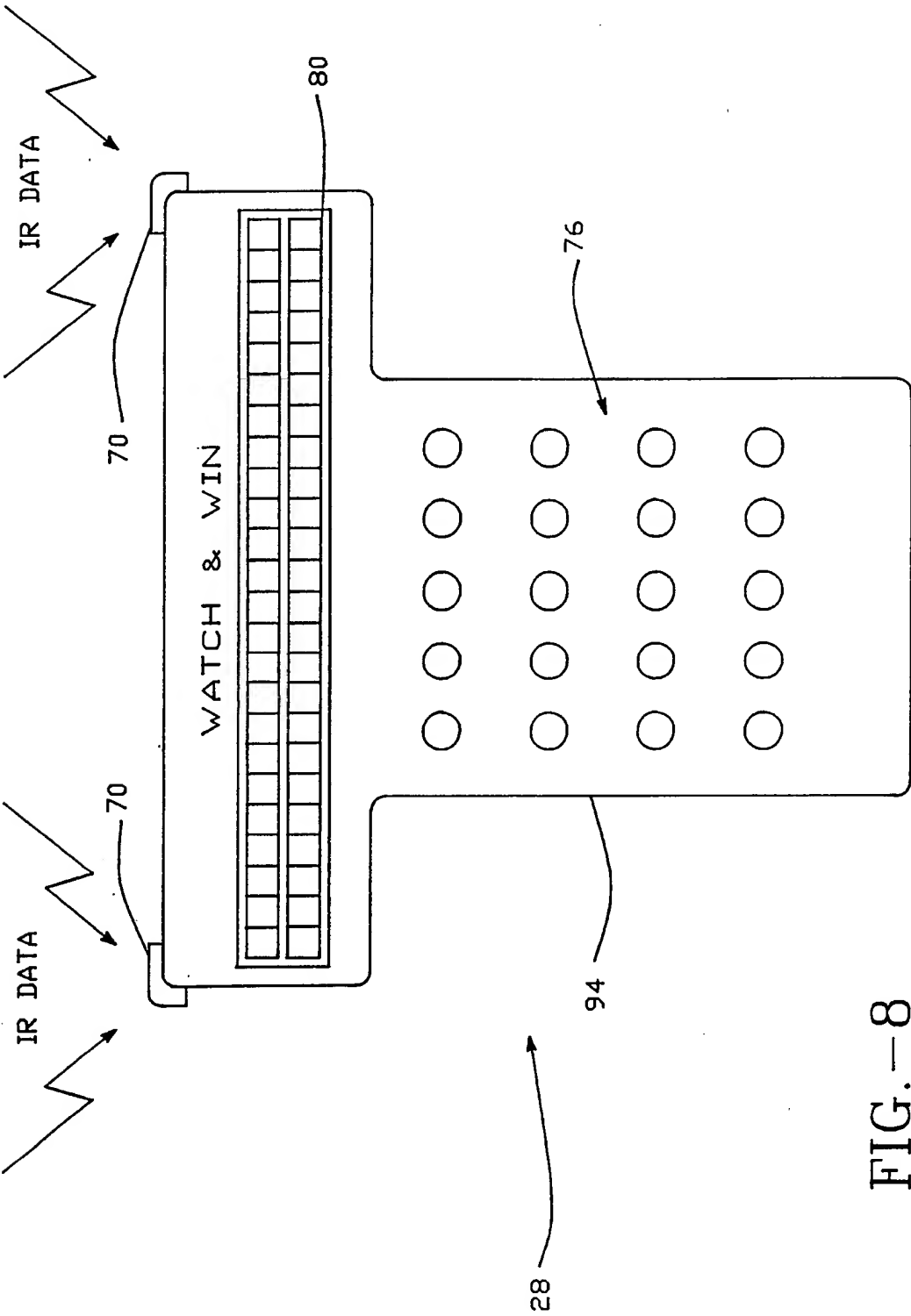


FIG.-8

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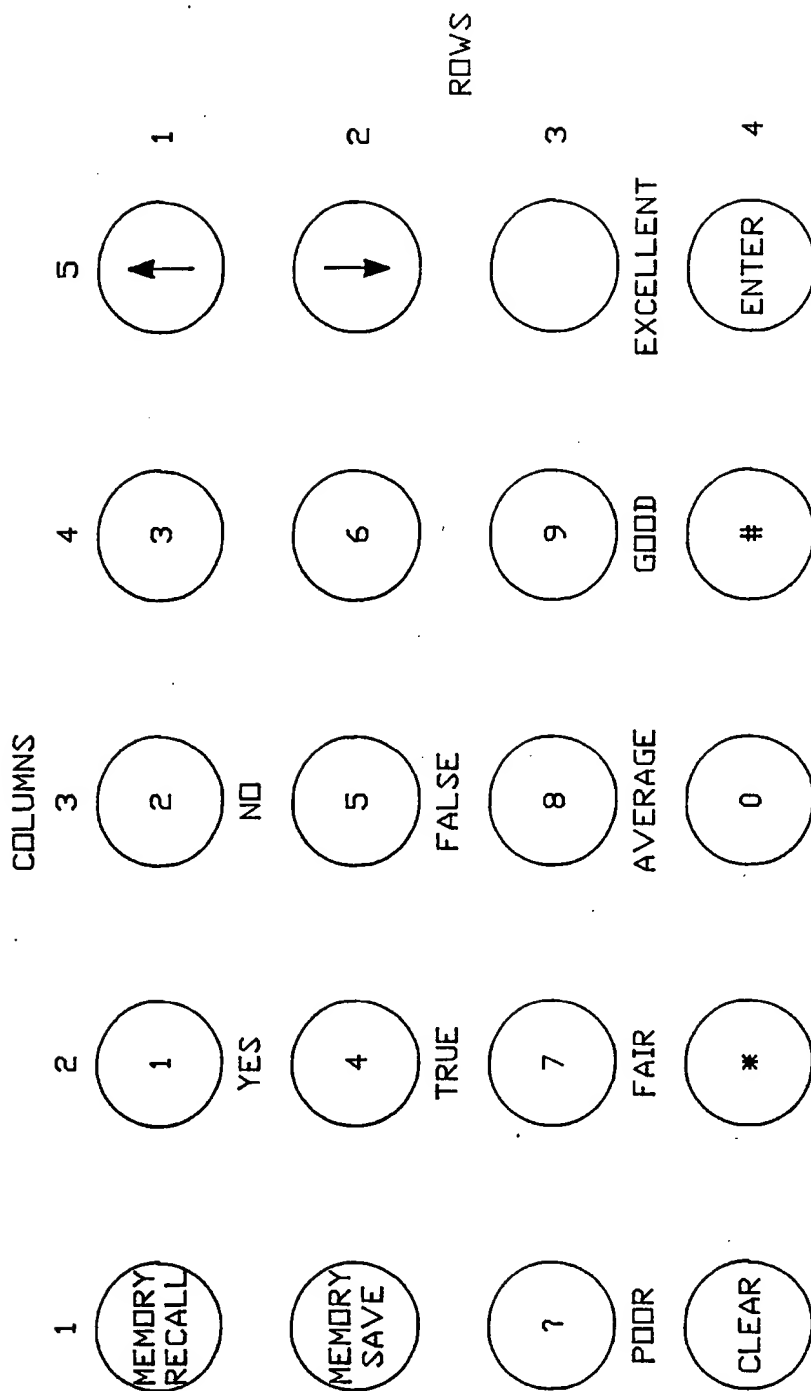
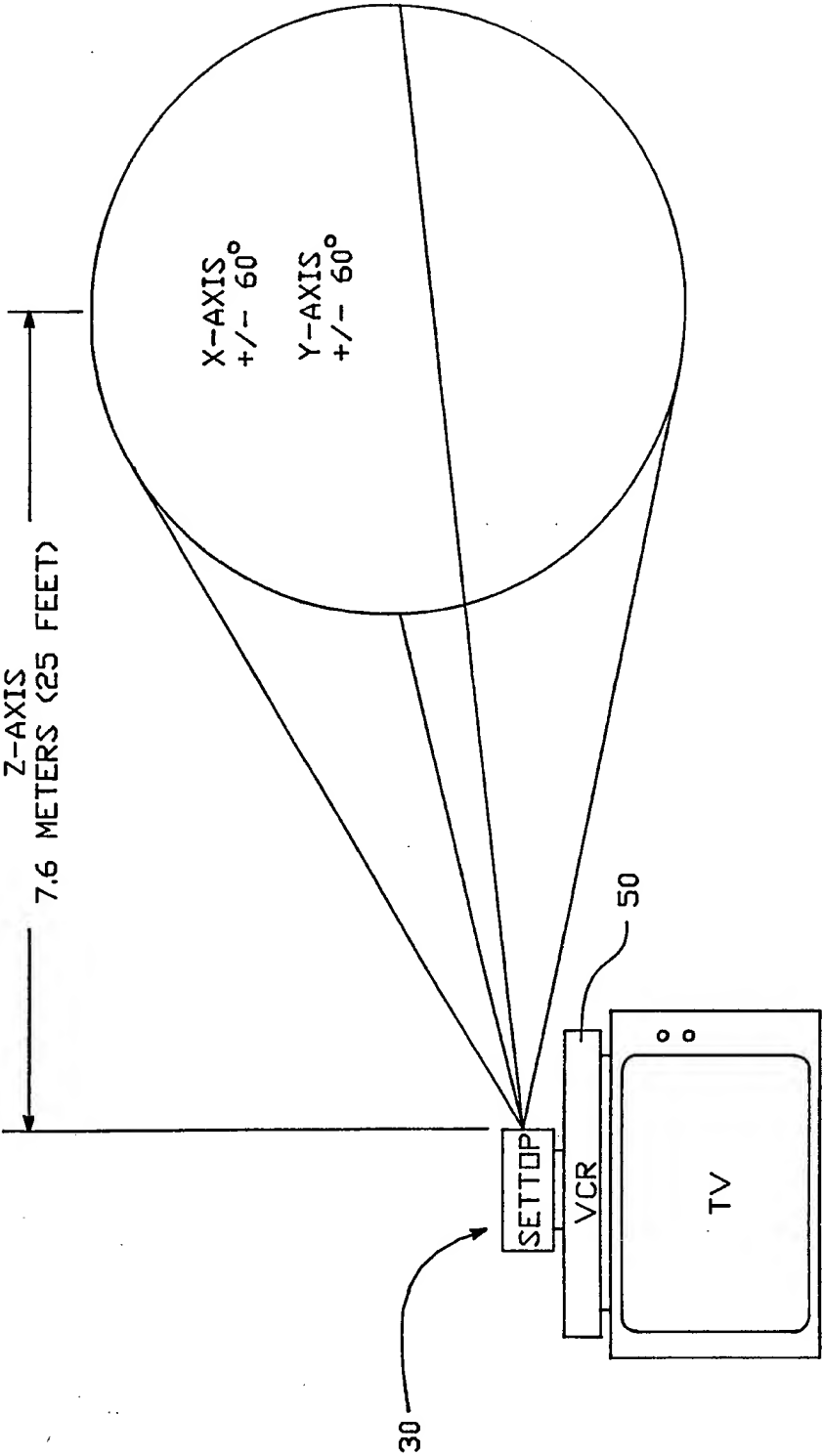


FIG.-9

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INFRARED (IR) COVERAGE AREA

FIG.-10

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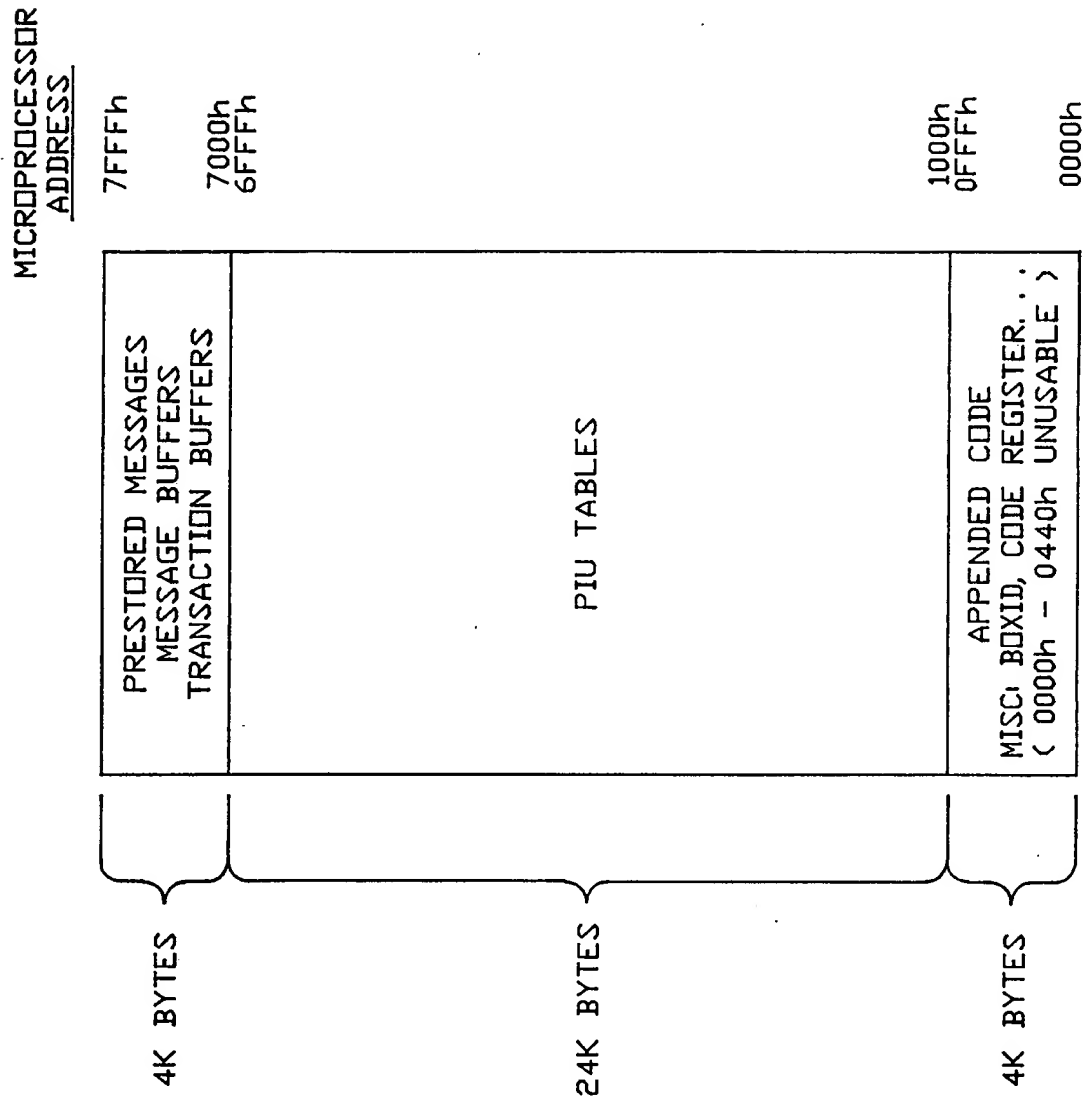


FIG.—11

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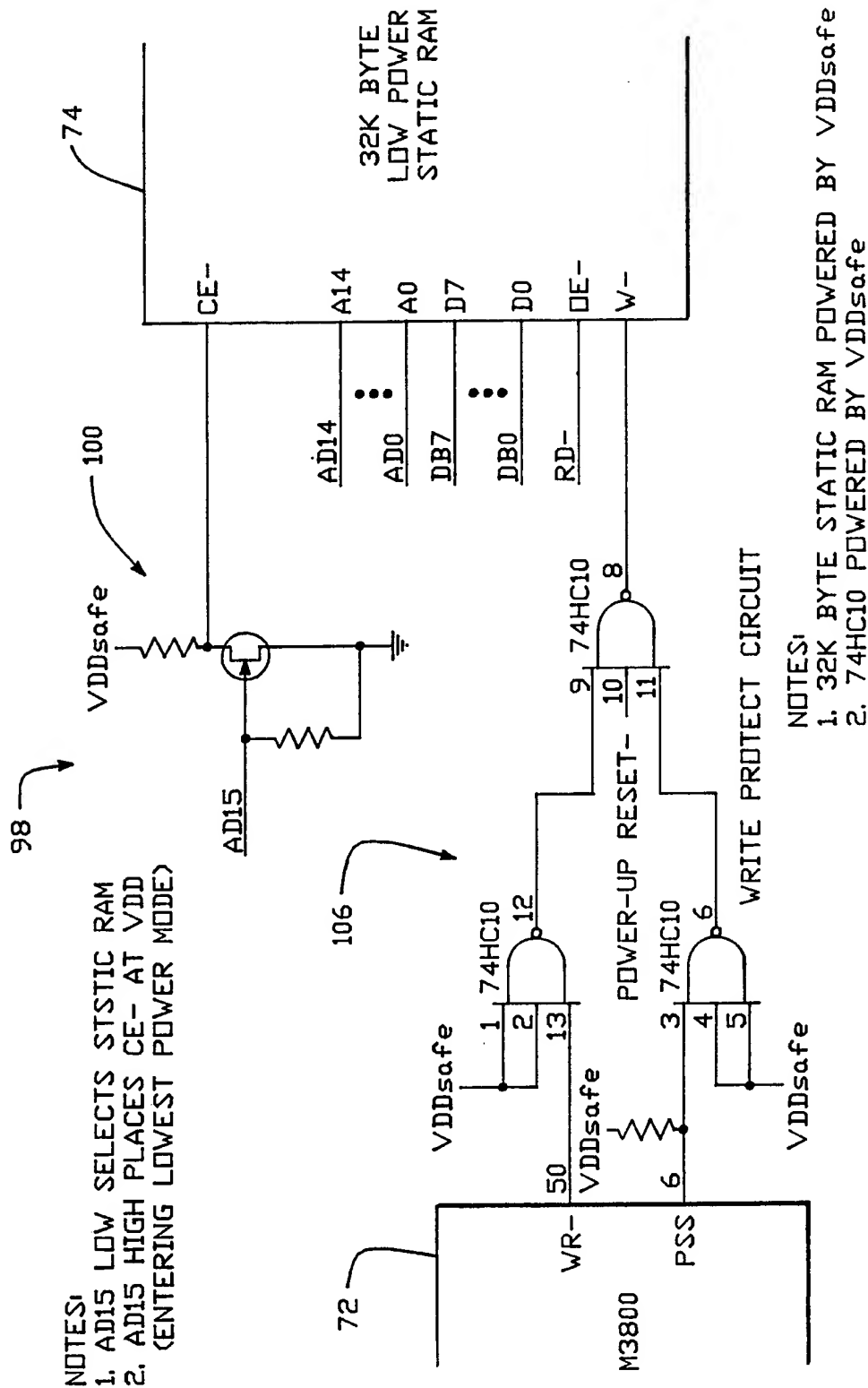


FIG.-12

## INTERNATIONAL SEARCH REPORT

PCT/US92/09455

**A. CLASSIFICATION OF SUBJECT MATTER**

IPC(5) : H04B 17/00, H04H, 9/00, H04H 1/08, H04N 7/087

US CL : 455/4.2, 5.1, 6.2, 2; 455/4.1, 6.1

According to International Patent Classification (IPC) or to both national classification and IPC

**B. FIELDS SEARCHED**

Minimum documentation searched (classification system followed by classification symbols)

U.S. : 455/4.1, 6.1

Documentation searched other than minimum documentation to the extent that such documents are included in the fields searched

Electronic data base consulted during the international search (name of data base and, where practicable, search terms used)

APS; vertical or VBI, game, interactive, data or information

**C. DOCUMENTS CONSIDERED TO BE RELEVANT**

Category*	Citation of document, with indication, where appropriate, of the relevant passages	Relevant to claim No.
Y	US, A, 4,592,546 (FASCENDA ET AL.) 03 June 1986, See entire document.	1-24
P, Y	US, A, 5,120,076 (LUXENBERG ET AL.) 09 June 1992, see columns 1-3.	1-24
Y	US, A, 4,977,455 (YOUNG) 11 December 1990, See column 2.	1-24
P, Y	US, A, 5,093,921 (BEVINS, JR.) 03 March 1992, See column 4.	9 & 22

☐ Further documents are listed in the continuation of Box C. ☐ See patent family annex.

Special categories of cited documents:	
*A* document defining the general state of the art which is not considered to be part of particular relevance	*T* later document published after the international filing date or priority date and not in conflict with the application but cited to understand the principle or theory underlying the invention
*E* earlier document published on or after the international filing date	*X* document of particular relevance; the claimed invention cannot be considered novel or cannot be considered to involve an inventive step when the document is taken alone
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*O* document referring to an oral disclosure, use, exhibition or other means	*Z* document member of the same patent family
*P* document published prior to the international filing date but later than the priority date claimed	

Date of the actual completion of the international search

22 JANUARY 1993

Date of mailing of the international search report

11 FEB 1993

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